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By CRASH BANDICOOT™



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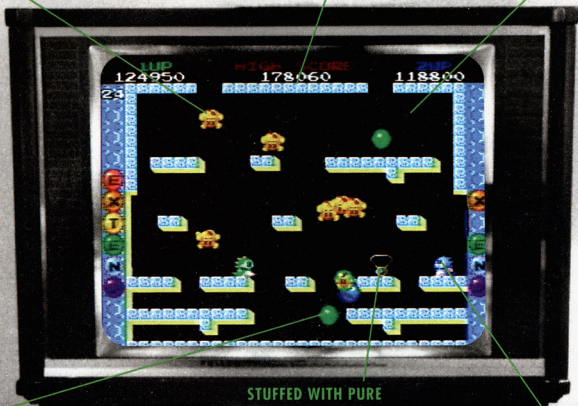
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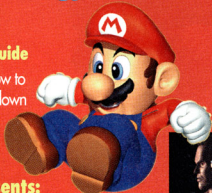
An inside look at LucasArts' five hot Star Wars games: Shadows of the Empire (N64), Dark Forces (PlayStation), Rebel Assault II (PlayStation), Jedi Knight: Dark Forces II (PC-CD), and X-Wing vs. TIE Fighter (PC-CD).

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9 OUT OF 10
PSYCHOLOGISTS

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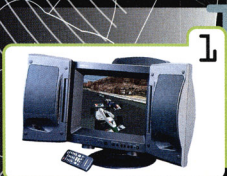
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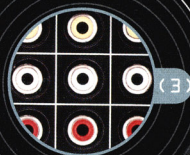
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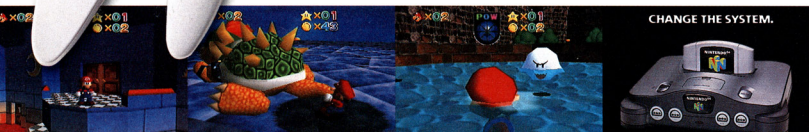


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HEAD 2 HEAD

LETTER FROM THE GAMEPROS

GAMEPRO READERS SPEAK OUT

The dawn of a new era is upon us, fellow gamers. Place your hands on the magazine, feel the joy in your hearts, and sing out hallelujah! The Nintendo 64 is finally here!

Okay, so we're being a little facetious with that hallelujah. After all, not everybody is as enamored of Nintendo as they were before all the N64 delays and before the dramatic drops in the prices of the 32-bit systems. The N64's \$200 price tag just isn't as attractive as it was when PlayStations and Saturns were still \$299 to \$399 (not \$199, which they've been since May) and 3DOs cost \$399 (not \$179, as they do now). Plus, the system is launching with no pack-in game and only three available titles at \$70 each. Are you as excited now as you were last spring?

You should be—if only because of what the N64 brings to bear. The arrival of the N64 can only bode well for gamers, especially the thousands of eager buyers who have written enthusiastic letters to us. For one thing, because the N64 is a remarkable system

with remarkable games, it has spurred the competition to work harder to please gamers. The PlayStation and Saturn wouldn't have dropped to \$199 if the N64 hadn't been looming on the horizon. Sony and Sega will also work to keep their game prices lower than Nintendo's, since CD-based games are typically less expensive to produce than cartridge games, an obvious advantage the companies have over Nintendo. As reader "Michael C." warns us in his adjacent letter, by next year N64 game prices will probably have inched upward toward triple digits. And you thought Resident Evil was scary!

Now that the N64 is here, we advise everyone to test the system and games for themselves, read *GamePro* for some expert opinions, drop into our online chat room to see what current N64 owners think, and watch as the Big Three companies slug it out for your video game dollars. You're in command now because your buying decisions will steer the industry into the future. The new dawn is lighting up a video game landscape that suddenly looks very different, so sit back and enjoy the view. The fun is just beginning.

The GamePros
comments.gamepro@ftw.com
San Mateo, CA



IT'S HEEEEERE

Despite all the N64 talk concerning delays, the supposedly tantalizing \$200 price tag, and the great-looking games, there hasn't been too much attention paid to the one thing that I think is of utmost importance: the price of the games. In your Inside Scoop section (see "ProNews," July), you informed us that the Japanese games coming out for the N64 will cost around \$95 each. I think some of the readers waiting for the N64 should be made aware of what exactly they are getting themselves into. It's horrible to know that some less-fortunate readers will invest \$200 in this new system but won't be able to afford the games.

"Michael C."
Internet

Captain Cameron replies:

Good point! It's true that the Japanese N64 launched on June 23 with no pack-in and three \$95 games; the U.S. system also lacks a pack-in, but its games are around \$70. See our adjacent editorial for more on the N64 launch.

GAMES 'N' GEAR

I have a PlayStation and my friend has a Saturn. We're wondering what the very first games were for each system.

"The Curious Cat That Didn't Die"
Philadelphia, PA

Doctor Devon replies:

My, how time flies. When the \$399 Saturn made its debut in May 1995, its pack-in game was Virtua Fighter; Panzer

Dragon, Daytona USA, Pebble Beach Golf Links, World-wide Soccer, and Clockwork Knight were available almost immediately. The \$299 PlayStation debuted in September 1995 without a pack-in game, but ESPN Extreme Games, Kileak: The DNA Imperative, Battle Arena Toshinden, Power Serve Tennis, The Raiden Project, NBA Jam T.E., Ridge Racer, Novastorm, Off-World Interceptor Extreme, PGA Tour '96, Rayman, Street Fighter: The Movie, X-Com, Total Eclipse Turbo, and Air Combat were all available within a few weeks. A month later, a \$349 PlayStation with Ridge Racer packed in became available.

In your review of Ultimate MK 3 for the Saturn (see ProReview, July), Major Mike criticized Kitana's "weak" rabbit attack. I think that the rabbit attack is perfect for two reasons. First, it makes perfect sense that Kitana turns into a rabbit: rabbit, bunny, playmate...you get the idea. Second, the idea of a killer rabbit has been used successfully before. In the movie *Monty Python and the Holy Grail*, a killer rabbit attacked King Arthur, and look how well that movie turned out! So give the rabbit a chance. By using a rabbit, UMK 3 alludes to history and enlightens us all.

"Trelane79"
Internet

Major Mike replies:

You consider Monty Python history? The only way Monty Python and the Holy Grail relates to history is that the movie happens to have set its jokes in medieval times. Even

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head games.



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so, the gamer who hasn't seen the movie probably won't understand the joke behind the Animality. If the Animality refers to the movie (and we're not convinced it does), why not go all out with the joke and have the rabbit take the opponent's head off completely, as in the movie, rather than claw her victim to death as they go offscreen?

I've played Resident Evil for a while. Is Capcom going to make a sequel?

"Jimmaster" Internet

Tommy Glide replies:

Yep, the company's working on RE 2 for the PlayStation as we speak. It won't be out until mid-1997, though. No word on RE for other systems.

READER REPORT

Now that the Nintendo 64 is finally here, we have one simple question: Was it worth the wait? If you already own an N64, consider Nintendo's long, frustrating delays, think about how happy you are with the machine and the games they finally delivered, then send your yes or no answer to the address given below. We'll show the final tally in an upcoming Reader Report.



Complaint Corner

Andrew Rubino, Syosset, NY

What's with all of these new games that are trying to scare the wits out of you, like Resident Evil and D? Are games supposed to be good only if they have demons or zombies or something terrifying in them? What happened to normal games?



CELEBRITY CIRCLE

Chris Morris of Elk Grove, California, is one of many Schwarzenegger fans who enjoys the Terminator video games. Chris wants Arnold's address. *Hasta la vista, baby!*

Arnold Schwarzenegger
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Art Attack

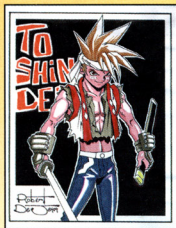
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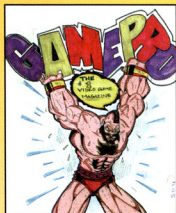
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BUYERS BEWARE



By The Watch Dog

October? OCTOBER!?! Man, have I been buried in the doghouse or what? This month we address your Halloween horrors with answers to Genesis, Double Switch, and Discworld questions.

Q: My local software store told me that Sega is going to stop making games for Sega Genesis and Sega CD. Is this true? I don't know why Sega would stop making games for these systems. These systems are still good for those of us who don't have a ton of money for the better things in life. Plus the number of Genesis owners far exceeds the number of Saturn owners. Does the Watch Dog think that Sega is making a big mistake by ceasing to create games for Genesis and Sega CD?

Jeff Zeminski, Internet



Gen-extinct?

A: So says a representative from Sega: Sega understands that there are millions of Genesis owners out there, which is why we continue to support the Genesis with titles like Vectorman 2, Sonic Blast, and World Series Baseball '96. We also have third-party support for such titles as Madden '97. Sega has no plans to extend the Sega CD library (which already has over 200 titles).

Q: I recently purchased Double Switch for the Saturn. At the end of Act I and Act II, the game asks you to remove the CD and insert the second CD. When I open the CD door, the CD is still spinning. If I'm not mistaken, I heard that opening the CD door while the CD is spinning might damage your unit. Will this damage my system?



Spin City

Portill, Internet

A: A representative from Digital Pictures answers: It's still spinning because it's reading the disc. Stopping the CD while it's spinning shouldn't be a problem.

A: Todd at Sega's Customer Service answers: Although you should wait for the disc to stop spinning before placing a different game CD in the Saturn (such as swapping Black Fire for Gun Griffon), it's alright to stop the disc if you're swapping discs on a multiple-CD game like Double Switch.

Q: I purchased Discworld a while back and I could never get it to save. I tried everything but I kept getting the "Save Error" message. There is nothing wrong with the memory card. Is there something wrong with the game itself?

Fear's Ally, Internet



Memory lapse?

A: A representative from Sony Customer Support states: We haven't encountered a save problem with Discworld. If, however, the game continues to be problematic for you, package it up and send it to the address below via registered mail or a service like UPS or Federal Express:

SCEA
Consumer Service
ATTN: Murray
P.O. Box 25147
San Mateo, CA 94402

Be sure to enclose in the package a copy of the sales receipt and a letter with your name, address, phone number, and a brief description of the problem. We'll replace the game immediately.

Q: There's a problem with my Genesis! It powers up fine but every time I so much as wiggle it, it turns off. My friend has the same problem. I think the new Genesis (Genesis Type II) has something wrong with it. What's wrong?

A: First things first: Don't wiggle your Genesis. Second: It sounds like a loose power cord connection, which is even more serious. A short in the wiring is a potential fire hazard. Call Sega's customer service department at 1-800-872-7342 (USA-SEGA).

A: t GamePro, listening is what we do best. When you have a problem with a product or feel you've been ripped off, we want to know. If you have a complaint about a product, write to:

GamePro's Buyers Beware
P.O. Box 5828
San Mateo, CA 94402

E-mail us your product complaints through America Online or at this Internet address:
buyers_beware.gamepro@iftw.com

Go for a spin. Or burn up the road.



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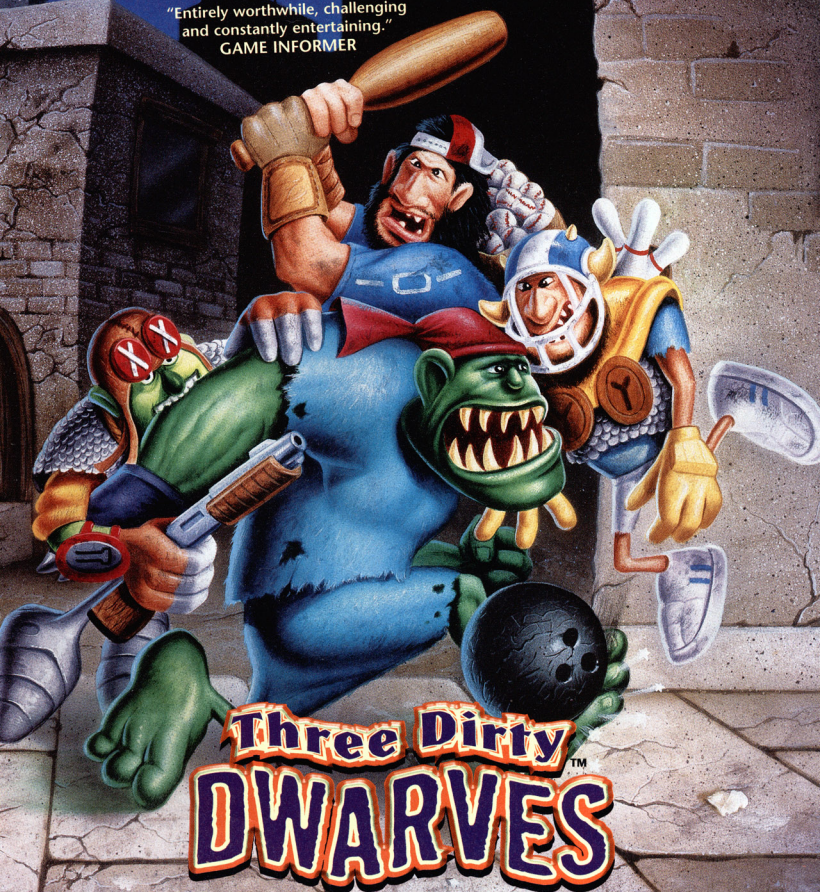
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GAME FAN

"Entirely worthwhile, challenging and constantly entertaining."
GAME INFORMER



Three Dirty DWARVES™

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PRO NEWS

October 1996

Sega's President Resigns, New Team Quickly in Place

The man who successfully led Sega into a colossal 16-bit war with Nintendo is leaving. Tom Kalinske, president and CEO of Sega of America (SOA), announced his resignation on July 15. The 52-year-old executive, who guided Sega to a 50 percent market share in the \$4 billion-a-year video game industry, will be staying on with SOA until September 30. Also leaving SOA are Hayao Nakayama and David Rosen, formerly chairman and co-chairman of Sega of America, respectively.

SOA acted quickly to appoint a new team at the top. Shoichiro Irimajiri is the new chairman and CEO. He also retains his current



Out with the old: Sega's top exec, Tom Kalinske, says it's "Game Over" for him.



In with the new: It's "Press Start" for Shoichiro Irimajiri, formerly at the helm of Honda.

position as executive vice president of Sega Enterprises, which is Sega of America's parent company. Irimajiri, formerly the president and CEO of Honda of America, has been actively involved in the company's North American business since coming to Sega in 1993.

Joining Irimajiri at the helm of SOA's corporate structure is Bernard Stolar, previously a top Sony Computer Entertainment America exec who was instrumental in launching the PlayStation. Stolar is now SOA's executive vice president in charge of product development and third-party business. Others receiving promotions include Ted Hoff, who was until last March a top decision-maker at Atari and is now SOA's executive vice president, sales and marketing; Katsufumi Miyazawa, the new chief financial officer; and Makoto Kaneshiro, now the vice president, business planning and operations. This new team is responsible for Sega's business in North America.

Kalinske is leaving Sega after six years of steering Sega through a volatile chapter in video game history. He is credited with aggressively leading Sega to a brief stay as the number-one video game company in 1993—above archrival Nintendo. Sega's transition from 16-bit to 32-bit hardware has been rocky, however, and in the fiscal year that ended this past March the company posted a loss of \$170 million over the previous year's results in the U.S.

Kalinske's next job will be at Education Technology LLC (ETLLC), a start-up education-based investment firm formed by Lawrence Ellison (the chairman of Oracle Corp. and a friend of Kalinske's) and Michael Milken (the infamous junk-bond impresario and convicted felon). ETLLC hopes to bring advanced technology to schools and worker-training programs, satisfying what Kalinske says is a "new demand for cradle-to-grave learning in order to give everyone the skills and competencies they need to remain competitive.... The goal is to meet the education needs of people over their entire lifetimes—from ages 2 to 80."

Sega tried to put a customarily positive spin on the sudden changes at the top, though the company's explanations still left gaping holes. All sources within Sega maintained the party line when discussing the moves, leaving *GamePro* with these consensus answers to the most-asked questions:

- Kalinske wasn't forced out; in fact, he will continue to be a part of the company by staying on indefinitely as a member of the board of directors.

Inside Scoop

Contrary to what we were previously told, *Mortal Kombat Trilogy* for the PlayStation and Nintendo 64 will have Johnny Cage as a fighter. The addition of Cage to the MK Trilogy lineup gives the game every fighter from every past MK game.

Add the *Vic Tokai* software company to Nintendo's list of companies making games for the Nintendo 64. Vic Tokai's fighting game, *Dark Rift*, has been approved and should be coming to the N64 next year. And Interplay just announced that *Clayfighter 3* for the N64 will be out next year.

Expect to hear about new games from *DreamWorks Interactive* next year. That's when DWI—the company that's headed by Steven Spielberg and Microsoft—plans to introduce software for the Saturn, PlayStation, and Nintendo 64. One of the first titles is expected to be based on *The Lost World*, the movie sequel to *Jurassic Park*. In addition, DWI plans to make five unspecified PC games next year.

Inside sources say that *Matsumushita* is taking a "wait and see" strategy with its 64-bit M2 system. Even though there are no immediate plans for the machine, the company continues to develop new revs of the internal hardware, and M2 software is still in development as well.

Philips is about to formally call it quits for the CD-i. In July the *Wall Street Journal* reported that the company had lost \$1 billion on the beleaguered system since its 1991 launch. The *WSJ* called the CD-i a "marketing nightmare" in the U.S., although Philips maintained that it had sold 200,000 units and would soon be integrating the system into a new digital video disc player.



PROJECT OVERKILL™

IT'S READY-ARE YOU?



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- The moves were not in response to the Saturn's disappointing sales, even though the PlayStation is winning the 32-bit sales war by at least a two-to-one margin.
- Sega spokespersons were confident the company is "on the right track because we've got a favorable product lineup for Christmas, we've met all our sales goals for the Saturn, and we're positioned to have a great holiday sales season."
- The new executive management team is going to be more aggressive than ever in challenging Sony and next-gen newcomer Nintendo.
- It's purely a coincidence that Kalinske is leaving the same day the Nintendo 64 comes out; his new job happens to start October 1.

JVC=DOA?

It's been a summer for company shakeups. Like Atari (see "ProNews," May), Acclaim (see "ProNews," July), and Crystal Dynamics (see "ProNews," September), JVC is undergoing some fundamental upheavals that leave its future as a game-making force in doubt. Over the summer, all of the company's marketing and public relations staff were let go as the company began a major internal restructuring. An inside source still on the job at JVC said the company may be moving away from creating console games, though it still hopes to release the PlayStation games **Deadly Skies** and **Impact Racing** next year.

In its heyday, JVC published award-winning 16-bit games by LucasArts, among them **Rebel Assault** for the Sega CD and the Super Star Wars trilogy, **Ghoul Patrol**, and **Indiana Jones' Greatest Adventures** for the SNES. This year, however, the company has been bogged down by delays and cancellations—the aforementioned **Deadly Skies** and **Impact Racing**, plus the combat/action game **Varuna's Forces** and the RPG **Split Realities**, were all originally announced for 1995 release. **Center Ring Boxing**, an indifferently received game for the Saturn that came out in early 1996, so far stands as the company's last console hurrah.

New PC and DVD Coming

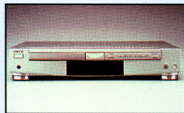
Matsushita Electric Industrial has announced that it will begin marketing \$500 personal computers in Japan by the end of the year. The new machines will enable users to plug into standard TV sets and surf the Internet. Users will also be able to play video games on TV screens, according to Matsushita president Yoichi Morishita.

Matsushita's new computer will rival the Pippin Atmark, a PC sold by Japan's Bandai in cooperation with Apple Computer of the United States. The Pippin Atmark has been available since

March and also sells for about \$500, which is half of what the cheapest PCs commonly sell for in Japan.

This past summer Sony unveiled prototypes of its first DVD (digital video disc) player in several U.S. cities. The new DVDs hold 4.7 gigabytes of digital info on each side (seven times more than traditional music CDs). This makes it possible to put the high-quality video and audio of a full-length movie on a CD. That movie can then be shown on any TV.

Expected to be one of the hottest next-gen products of the decade, the DVD player will cost between \$500 and \$700. Toshiba, one of the companies that contributed to the DVD technology, predicts global sales of more than 100 million units by the year 2000. Once the new machine launches this winter, Sony will support it with an extensive collection of movies; plans for interactive software are already in the works.



The Sony DVD player should be available this Christmas.

ID4 Goes 32-Bit

To the delight of movie fans and UFO watchers everywhere, **Fox Interactive** has begun working on an action/adventure video game based on the hit movie **Independence Day**. **ID4** will come out for the PlayStation, Saturn, and Windows 95 CD-ROM in late 1997 or early 1998. So far the game looks like it will be a behind-the-ship shooter.

Hopefully the game will improve on Fox Interactive's spotty track record: The company's previous titles include **Die Hard Trilogy**, **The Tick**, and **The Pagemaster**. A sneak peek of the new **ID4** game is being shown on the **Inside Independence Day** CD-ROM, a Windows/Mac

disc that gives a behind-the-scenes look at the record-setting movie. **6**



Inside Independence Day shows you storyboards, sketches, and movie clips from the blockbuster movie. For more info, check out the **Fox Interactive Web site** at <http://www.foxinteractive.com>.

AOL

Hot News from GamePro Online

America Online users can now get daily game news updates. Use the keyword "GAMEPRO" to access GamePro Online, then head straight to the Hot News section to get the latest video game news. You can also read daily updates of news in the GamePro Online site at <http://www.gamepro.com>.

WEB

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THE WORLD

CREATED BY THE RENOWNED SONIC TEAM, NIGHTS IS A FULL-ON 3D MASTERPIECE. A WORLD WITH SOME OF THE MOST VIBRANT, INSPIRED, ORIGINAL GRAPHICS EVER CONCEIVED BY FEVERED IMAGINATIONS. A WORLD WITH DEEP, LUSH, DREAMSCAPE REALITIES, ITS OWN MICRO-CLIMATES, EVEN ITS OWN NATURAL ORDER. IMAGINE. SMOKE, FOG, CLOUDS, RAIN, AND WATER THAT APPEAR IN MULTIPLE LEVELS OF TRANSPARENCY. WATERFALLS, CURRENTS, WIND, AND, YES, A TORNADO THAT ALL FOLLOW THE LAWS OF FLUID PHYSICS. INDEPENDENT LIGHT SOURCES THAT PLAY ON BOTH ACTION AND BACKGROUNDS AT DIFFERENT, SHIFTING LUMINOSITIES. ALL BACKED BY A RAGING SOUNDTRACK THAT BLENDS JAZZ, ORCHESTRA, ROCK, WORLD MUSIC, AND EFFECTS.

THE GAMEPLAY

NIGHTS SCREAMS ALONG AT BANSHEE ITS ADAPTIVE SPEED MANAGEMENT GAMEPLAY AND BREAKTHROUGH SEQUENCES. ITS OVER TWENTY TRACKING IN REAL TIME. AND ITS OMNIPRESENT



THE NEW 3D CONTROL PAD

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The Benediction

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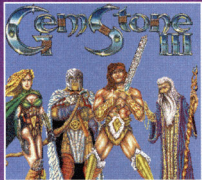
The Best of GamePro Online

By The Net Nut

GamePro magazine races along on America Online (keyword: **gamepro**) and the World Wide Web (<http://www.gamepro.com>) every minute of every day. For anyone who's yet to boldly go into cyberspace, here's a sample of what's happening in our cyberworlds.

America Online Gets New Games

AOL



Gemstone III, one of the fantasy games found on AOL's Games Channel

Online gamers will be excited to know that America Online has launched a new series of online games. AOL's Games Channel (keyword: **games**) has something for everybody—wannabe fighter pilots, chess masters, and dragon slayers.

Air-combat fans will want to jump right into the cockpit of Air Warrior. This new multiplayer flight sim presents heavy bombers (B-17s), nimble fighters (P-51s), and three war environments (WW I, WW II, and the Korean War) for some high-flying dogfight action. One extra feature that should appeal to novices is some air space reserved for newcomers so that experienced aces won't immediately blow rookies out of the sky.

For a more restrained competition, try matching wits against other gamers in Trivial Pursuit Interactive, which posts the kind of brain-teasing questions that have made Trivial Pursuit one of the world's most successful board games. New games begin every 15 minutes.

These two games join an AOL lineup that includes casino card games, crossword puzzles, checkers, chess, and murder mysteries. The AOL Games Channel also provides game hints and chat rooms.

If you've yet to visit GamePro Online on America Online, here's what you're missing: **Chat rooms** where you can talk with other gamers and GamePro editors, **message boards** filled with info and opinions, a **File Vault** of FAQs, an **Archive** of back issues of GamePro magazine; **guest conferences** with industry leaders, and **Hot News** posted daily.

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information

AOL

Glossary of America Online Terms

Club Car—Did you know that AOL has its own chat room for subscribers? It's called the Club Car, and you can reach it via either of these keywords: **discover** or **orientation**.

WEB

AOL and Web News

AOL



The Total Entertainment Network invites gamers to play by descending through the company's online manhole cover.

- The Total Entertainment Network (TEN) is up and running, which means that Duke Nukem 3D, Warcraft, Terminal Velocity, and other multiplayer games are now available at its World Wide Web site (<http://www.ten.net>). TEN has the rights to more than 20 games and enables gamers to compete coast to coast.
- It's been big on every other system, and it helped launch the Game Boy, so why shouldn't Tetris be on the World Wide Web? Look for the classic puzzle game to come to the Web this year with a new feature: multiplayer competitions. The Tetris Company will organize competitions by age group, Little League style.
- On the World Wide Web, GamePro Online (<http://www.gamepro.com>) received more than 1 million hits in its first month of existence (a "hit" is tallied everytime a user accesses a Web site). What makes this number especially impressive is that the site still wasn't complete until two months after its May debut: The library and pages from some of the individual editors (such as Scary Larry) had yet to be posted when GamePro Online reached the 1 million mark. Visitors to GamePro Online can find news posted daily, pages created by GamePro editors, Web links to many other related sites, and more.



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comments.gamepro@iftw.com

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By The Lab Rat

Every Halloween someone steals the lab's pumpkin, so this year we've charged it with six thousand volts of electricity. Now that nobody can get near it without frying, let's check out the lab's newest treats.

ASCII's Arcade Vengeance

The gamers over at ASCII finally clued their designers in to the fact that arcade joysticks haven't had a big ball on the end of them since Pac-Man. Obviously, the designers took these suggestions seriously with the **ASCII Saturn Stick**. Not only does this slick black beauty offer a modern arcade stick molding for fighting games, but the switching in the base also feels like real arcade quality. Like past ASCII controllers, however, the average-sized buttons are laid out at a slight angle.

When put to the test with Street Fighter Alpha, this stick

ASCII Saturn Stick



System: Saturn

Features: Best arcade-style joystick in town

Available: October

Price: \$44.95

Contact: Local gaming

performed well. It was easier to whip off Alpha Counters and Alpha Specials than with a normal control pad. While it's

not an arcade-perfect controller, for Saturn owners it's the best stick out there.

Going Psycho?

Multiple-system owners may go psycho over the **Psychopad K.O.** from ACT Laboratory Ltd. This arcade-style controller is similar to many others we've seen; it has a sturdy metal bottom, wide plastic base, and average-size ball-top joystick and buttons. But (and this is a big but), it comes with three adapter cords, making it compatible with the PlayStation, Saturn, and Super NES!

Like Norman Bates, this psycho also sticks it to you with...er...numerous extras. Look for adjustable-speed auto-fire, slo-mo, and a huge programming feature that enables you to store 12 programmed combinations (up to 10 movements in each). Also, a handy but tiny flip switch reverses the direction of your programmed sequences in the event that you jump over your opponent and want to use your programmed moves from the opposite side.

After several rounds of Mortal Kombat II testing, this stick handled fairly well.

With Sub Zero's special moves programmed in, it was easy and fun to freeze the heck out of opponents with the touch

Psychopad K.O.



Systems: SNES, Saturn, and PlayStation

Features: Programmability, slo-mo, adjustable-speed auto-fire, and solid design

Price: \$59.96

Available: Now

Contact: Local toy/gaming stores or ACT Labs at

of a button. For those gamers who want a good programmable stick for more than one system, this is easily the choice.

Sega's Analog Nights

Not to be shown up by the N64 and PlayStation, Sega has released the **Saturn 3D Analog Controller**, bringing precision control to its 32-bit machine.

With a unique yet comfortable design, this round black controller looks like a wide hockey puck with fins. You get the standard six-button inter-

face, but two triggers underneath the pad replace the top Left and Right shift buttons. The standard digital directional pad or the new analog directional pad that rests just above it are both equally easy to manipulate. The cord detaches from the base of the controller for some unannounced future peripheral (we're thinking Internet). This is a problem already, though, as the cord may slide out while you're playing (yikes!) due to the weak design of the cord/controller interface.

This new pad comes bundled with the 3D game Nights (see ProReview, this issue) and is also sold separately.

This controller is backwards compatible with all Saturn analog games, meaning you can use it with Daytona Racing, Sega Rally, Panzer Dragoon, and so on. While it felt a little squirrely with Panzer, it worked great with Nights, and it will work with upcoming 3D games like Bubsy 3D and Sonic X-Treme. Anyone interested in 3D gaming will inevitably need an analog control pad, but unless you plan to get Nights right away, you can hold off on this one until more games come out. **G**

Saturn 3D Analog Controller



System: Saturn

Features: Six-button controller with analog and digital control pads.

Price: \$39; \$69.99 bundled with Nights

Available: Now

Contact: Local toy/gaming stores

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SCARY LARRY'S TRIVIA GAME

OPTION
2

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4.70 minutes

Chris Bachleitner
New Berlin, WI
6.52 minutes

Jeff Holzhaue
Westport, IN
7.42 minutes

John Sites
Ohio
7.95 minutes

Lawrence Andrews
Hermiston, OR
8.03 minutes

George Powell
Glen Burnie, MD
8.32 minutes

GRAND PRIZE WINNER

Anthony Cornell
Billerica, MA
2.38 minutes

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MIDWAY



SUPER NINTENDO

GENESIS

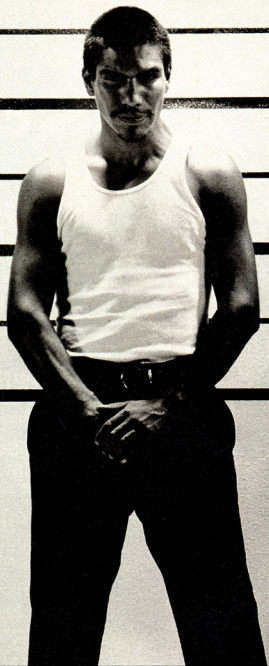
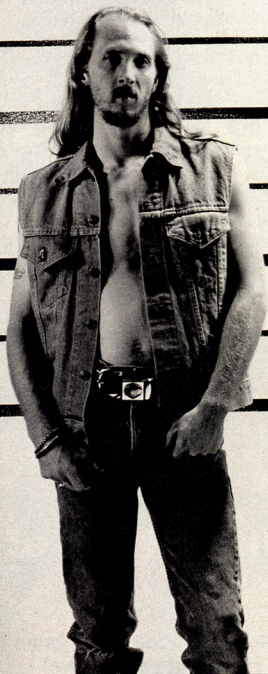
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THE BIGGEST AND BADDEST 16-BIT MK EVER is on the street. 5 new backgrounds. 8 new playable characters including Kitana, Jade, Scorpion



and Reptile from MK2. 3 modes of play. Selectable ending sequences.
And the ability to play as Rain and Noob Saibot. Watch your back.

It's Heeeeeeeere!

THE NINTENDO 64 FINALLY MAKES ITS U.S. DEBUT.

After years of promises and delays, the Nintendo 64 finally makes its North American debut on September 30. Record sales in Japan, a waiting list of pre-orders in the U.S., and one of the biggest marketing blitzes in history ensure that the new system will get off to a running start. For Nintendo, the future's so bright, it's gotta wear shades!

That bright future contrasts with the N64's murky past. Nintendo has a hit-and-miss record as far as promises for the N64 go. At least Nintendo got the price right: As promised 1,134 days ago, the



Nintendo's finally ready to take a big bite out of retailers' shelf space with the N64. One of the key games coming for Christmas is Acclaim's *Turok: Dinosaur Hunter*.

price is indeed under \$250 (at \$199.95, it's under by fifty bucks). But Nintendo got the pack-in game wrong: Despite rumors that Super Mario 64 or Pilotwings 64 would come with the system, there is no

pack-in game, so having a great new game to play on your \$200 system will cost you an extra \$69.95 (Mario's suggested retail price).

Even worse is the paucity of launch titles. As recently as

four months ago Nintendo claimed seven games would be ready on September 30: Super Mario 64, Pilotwings 64, WaveRace 64, Body Harvest, TetrisPhear, Star Wars: Shadows of the Empire, and

To Buy or Not To Buy

We asked our editors this question: Given the facts about the N64 launch (\$200 price, no pack-in, only three \$70 games available), should gamers buy the system now, should they wait to buy it, or should they buy a different system? Here are their answers.

Air Hendrix: "Definitely buy one now, if money is no object; but if you have a PlayStation and don't mind waiting, patience now may pay off later."

Black Widow: "Mario 64 is amazing, and the games slated for year-end release are solid. If you can afford it, it's worth being the first one on your block to have an N64."

Bro' Buzz: "Buy one as soon as you can, because there are great games coming and there'll be a mad rush for the system at Christmas."

Bruised Lee: "Buy it, because we've waited five years for a true sequel to Super Mario World; if you loved that game, you'll love Super Mario 64."

Captain Cameron: "Buy it now. You don't want to miss out on the biggest thing Nintendo's done since they launched the SNES five years ago."

Scary Larry: "You might not be able to get an N64 for months, so get one now if you can; the first dozen N64 games will be worth your whole PlayStation library."

Cruis'n USA. Actually, only Mario, Pilotwings, and possibly Cruis'n are debuting with the system.

Still, the system has had the whole video game world buzzing since its debut at the Japanese Shoshinkai show last November. It's also the system that's received the most pre-release exposure: the N64 and its games have been on more magazine covers in 1996 than Cindy Crawford. *GamePro* itself has featured the N64 prominently on five covers (March '95, June '95, March '96, September '96, and October '96). Not bad for a system that only came out within the last month.

The Tale of the Sale

The easiest way to predict how successful the Nintendo 64's U.S. launch will be is to examine the system's Japanese launch. The Japanese system and the U.S. system aren't compatible, but the sales fig-



The launch lineup: Pilotwings, Super Mario 64, and maybe Cruis'n USA

ures should be comparable. When the N64 came out in Japan on June 23, it was basically not buyable. That's because virtually every one of the 300,000 units released that day had already been sold via pre-orders. The few stores that did have unserved N64s to sell were greeted that first morning by long lines of eager gamers who had camped out overnight. Unserved systems sold out within minutes. Ultimately, all 300,000 systems sold out the very first day they became available.

Nintendo made another 200,000 available later in the week, but those were also gobbled up by pre-orders.

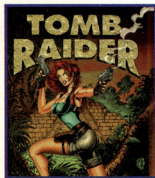
Thus, of the 500,000 units sold in Japan within the first week, virtually none ever made it to a store shelf. Ultimately, Nintendo sold 1.5 million units during the three months of summer.

Similar numbers are expected in the U.S. Nintendo plans a gradual rollout of 500,000 units across the

country from September 30 through to the holidays. This three-month allocation of a fixed number of systems should help sustain interest; at least that's Nintendo's hope. Come January 1997, another 500,000 systems will be trickled out through to March. Basically, Nintendo will be selling a half-million systems every three months. If the lessons from Japan apply in the U.S., there will be far more buyers than there will be systems for the first months. ■

Sony's and Sega's Strategies

So how are Sony and Sega countering the N64 juggernaut? By touting the one thing Nintendo can't yet offer: a large number of games.



Sony's throwing more than 100 new PlayStation titles into the ring this year. After the resounding spring success of Resident Evil, Crash Bandicoot and Final Doom are ready to dominate the holidays. Other top games include Tomb Raider (shown here), Twisted Metal 2, and Duke Nukem 3D.



Sega doesn't have as many prospective titles as Sony, but it'll still have more out this year than Nintendo. Exclusive arcade conversions like Virtua Cop 2 and Virtua Fighter 3, plus the Saturn's first Sonic game (Sonic X-Treme), lead the charge. An Internet connection via the new Net Link (shown here) and a well-received analog controller for Nights could also steal some of Nintendo's thunder.

Let the Games Begin!

Here are the latest scheduled release dates for Nintendo 64 games. Note that Sierra On-Line's Red Baron is no longer coming to the N64, some new titles have been added, and some of the long-awaited titles have shifted around on the schedule to leave a big hole in October.

All info is subject to change, unfortunately.
An * denotes a new release date or a revised title.

Expected Date	Title	Developer
September 30	Cruis'n USA—tentative	Williams
September 30	Pilotwings 64	Nintendo
September 30	Super Mario 64	Nintendo
November	Blast Corps	Rare
*November	Killer Instinct 64	Rare
*November	Mortal Kombat Trilogy	Williams
*November	NBA Hang Time	Williams
*November	TerisPhear	Nintendo
*November	WaveRace 64	Nintendo
November	Wayne Gretzky's 3D Hockey	Williams
*December	Body Harvest	DMA Designs
December	Buggie Boogie	Angel Studios
December	GoldenEye 007	Rare
December	Ken Griffey Jr. Baseball	Nintendo
December	Kirby's Air Ride	HAL Studios
December	Monster Dunk	Mindscape
December	Shadows of the Empire	LucasArts
*December	Star Fox 64	Nintendo
*December	Super Mario Kart R	Nintendo
December	Turok: Dinosaur Hunter	Acclaim
*January '97	Robotech: Crystal Dreams	GameTek
*January '97	War Gods	Williams
February '97	Freak Boy	Virgin
*March '97	Mission: Impossible	Ocean
April '97	Doom 64	Williams
*April '97	FIFA Soccer '97	EA Sports

Mid-1997 and beyond:

Clay Fighter 3 (Nintendo)	Top Gear Rally (Kemco)
Creator (Nintendo)	*Ultra Combat—working title (GT Interactive)
*Dark Rift (Vic Tokai)	Ultra Descent (Interplay)
*DragonQuest (Enix)	Untitled golf game (Seta)
*Duke Nukem—tentative (GT Interactive)	Untitled rally racing game (Seta)
*Hexen—tentative (GT Interactive)	Untitled RPG (Natsume)
Robotron X (Williams)	*Untitled sports game in 1998 (BMG Interactive)
Silicon Valley in 1998 (BMG Interactive)	Untitled vertical shooter (Seta)
Super Mario RPG 64 (Nintendo)	Vegas Slots (Seta)



The Game Names

Updates on some of the key games expected in the first big wave of N64 releases.

Mortal Kombat Trilogy is one of the N64's most tantalizing titles. With all the fighters from MKII and Ultimate MK3 (including Rain and Noob Saibot), and several new fighters, plus a few hidden characters, this is the biggest MK yet. Expect the usual wild range of fatalities, Babalities, and Friendships.

Acclaim's been undergoing major company restructuring lately (see "ProNews," July), but insiders insist that Turok is still a priority. Time-travelling gamers will go

back to prehistory for some first-person shooting at polygonal bionic dinosaurs—the "biono-saurs" created by the evil Campaigner. Your weapons include a bow and arrow, a futuristic "tek bow," guns, and grenades. Staying true to the game's comic-book origins, the plot is carried through nine levels



divided into three chapters: The Plot Revealed, The Ancient Ruins, and The Lost Land.

Acclaim's proprietary motion-capture technology brings realism to



When aliens invade the Hedron Universe, the only Hedron to escape capture is Freak Boy. You play as this unusual polygonal hero in an effort to vanquish over 50 kinds of bestial aliens and restore the Hedrons to their home dimension.



What puts the freak in Freak Boy is his ability to absorb the objects he finds into his head, chest, or feet to get an almost endless assortment of new powers. Freak Boy's constant morphing adds interesting action/adventure gameplay possibilities and makes proper



weapons management a key asset. Burst, Virgin's in-house developer, promises an "edgy" character and more than



25 realistic 3D worlds that can be viewed from literally thousands of angles.



NOVEMBER

Mortal Kombat Trilogy

(By Williams)



More than 70 new Kombat Kodes, new voices, backgrounds that break to reveal several new levels, and an Aggressor mode that rewards the attack-



ing player bring freshness to the fighting and make this perhaps the definitive MK experi-



ence. It's been hard to peg this game on the calendar; after slipping to a November release, MK Trilogy now seems likely for October.

DECEMBER

Turok: Dinosaur Hunter

(By Virgin)

the atmospheric 3D worlds created by Iguana, Acclaim's programming studio. Turok is probably a Christmas release.



FEBRUARY

Freak Boy

(By Virgin)

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The Cutting Edge Special Report

Nintendo 64

Graphics—Hardwired

By The Whizz
(Special thanks to Nintendo of America)

If you're trying to understand next-gen graphics, then you're being bombarded by a ton of mind-boggling terminology. Here are definitions to some of the key graphics features hardwired into the Nintendo 64 Reality Co-Processor graphics engine.



Anti-aliasing eliminates the jagged edges of polygons that compose Mario's face.



MIP mapping keeps Mario looking sharp as he moves toward you.

One of the cool things that makes the Nintendo 64 a lean, mean graphics-generating machine is that many complex graphics features are built into it. This means that game developers can juice the speed of the gameplay and still get those eyeball-popping visuals, since they don't have to plug in extra code to access cool effects. Here are some of the features that enhance the graphics capabilities of the N64.

Basic Graphics Lingo

Bitmap—An image represented by pixels, sometimes called "texture"

Pixel—Short for "picture element," this is a single dot on a computer monitor or a TV screen. Onscreen images are comprised of pixels.

Polygon—The basic 2D element from which 3D objects are constructed. Typically, triangles are used, and sometimes rectangles.

Rendering—The process of creating an image on a screen from visual elements such as polygons, textures, or lights, as

opposed to displaying pre-computed graphics and animation. Real-time rendering is what enables a player to move freely in a 3D world such as the one depicted in Super Mario 64.

Texel—A pixel within a texture map.

Texture mapping—The process of placing a bitmap image (a texture) onto a surface during rendering. For example, to create a brick wall, a photograph of bricks is placed onto a polygon. Texture mapping is the basic tool used to create realistic 3D worlds.



Anti-aliasing—A technique used to smooth out the jagged edges of polygons, which you sometimes see in video game graphics. This is accomplished by illuminating pixels along the edge of an image with colors that are a blend of the adjacent colors.

Bilinear interpolation—A technique used to improve the appearance of a textured surface when it's viewed from a given distance by blending the colors of adjacent texels.

Dithering—A technique used to enhance image quality by increasing the apparent number of colors beyond those which are actually used to display the image.


Environment mapping—A rendering technique used to create realistic-looking reflections on a surface. Reflections are everywhere in the real world, but generating reflections in real-time graphics requires a high-powered CPU.

Fog effects—A normal atmospheric effect that is used in games, fog can also be used to show that an object is far away.

Gouraud shading—Rendering a polygon with smoothly changing color across its face by blending colors evenly between two connecting surfaces.

MIP mapping—MIP is an acronym for a Latin phrase, *multi in partem*, meaning "many parts." This technique improves the appearance of an object's textured surface as it moves into close-up view by computing new textures based upon the distance of an object from you, the viewer. MIP mapping eliminates the pixelated look you sometimes see with objects in close-up views. Doom fans will be amazed at Doom 64 close-ups.

Trilinear interpolation—A rendering technique used to improve the appearance of a textured surface when viewed at a given distance by blending the colors of adjacent surfaces.

Z-buffer—A rendering technique where the distance from the viewer (Z) for each pixel is stored during rendering and used to determine where objects are displayed onscreen as they move in real time. For example, if the handlebars of a moving *Star Wars* speederbike have already been drawn in a given location onscreen, by comparing the distance from you, the viewer, to the nose of the speederbike to that of the handlebars, the CPU knows that the nose should not be drawn in front of the handle bars. 

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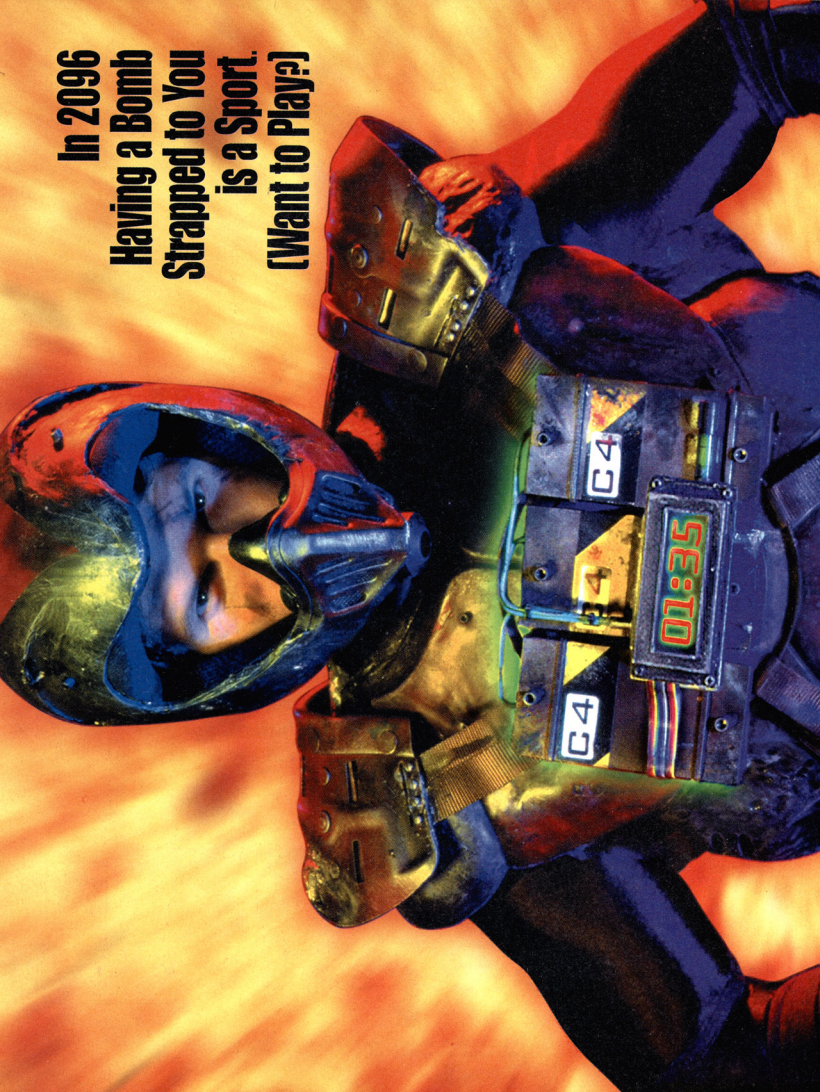
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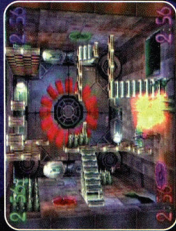


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opponents, or solo against the clock



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magnetic boots, fly, jump, psych, and
crystal, magnets, and more



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GamePro visits the inner sanctum of Skywalker Ranch in San Rafael, California, for an exclusive preview of LucasArts' spectacular fall lineup: **Dark Forces** and **Rebel Assault II** for the PlayStation, **Jedi Knight: Dark Forces II** and **X-Wing vs. TIE Fighter** for the PC, and one of the most anticipated games of the year, **Shadows of the Empire** for the Nintendo 64.



PlayStation



Dark Forces, a Doom-like shooting game that features a vast array of Star Wars enemies, is nearing completion on the PlayStation. Although the graphics were choppy in the version we played, the team at LucasArts is hard at work correcting all the visuals.

Developed by Big Bang Software
Published by LucasArts
Available November

LucasArts plans to improve Dark Forces' pixelated graphics. Still, as they now appear, the game's graphics are close in quality to Doom for the PlayStation. The inclusion of Stormtroopers, Gamorrean guards, and other Empire lackeys made the graphics impressive.



Dark Forces beats Alien Trilogy for best-licensed Doom-clone on a console system. It's more satisfying to plow through Stormtroopers than Aliens. Everyone who enjoys a good shooter should use this Force.



Although slow in the preview version, the frame rate is being adjusted and maximized for speed. Another potential problem could be with the buttons—the six on the PlayStation controller must handle the many functions available for the PC version, which are executed primarily through a keyboard.



LucasArts cleverly culls familiar images from its movie library for use in its games.



Probe Droid from The Empire Strikes Back



Thermal Detonator from Return of the Jedi



Imperial Torture Droid from Star Wars



Strikes Gold



Rebel Assault II: The Hidden Empire

PlayStation

Special Feature

Fun Factor

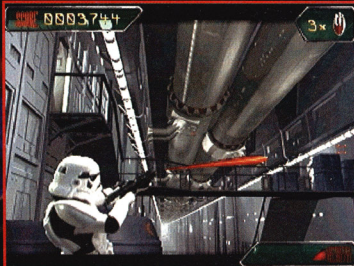
The new film footage, the excitement of fighting against the Empire, and the overall quality of the gameplay should make this one of the most exciting *Star Wars*-related games to date. You'll be a rebel with a cause (and a ship full of fun) with *Rebel Assault II*.



Developed by Factor 5
Published by LucasArts
Available Winter '96

Graphics

Everything about this game is crisp and clean, right down to the superbly filmed introduction. The battle sequences showcase brilliant explosions, and the rest of the cinematics are strictly *Star Wars* quality. *Rebel II* is a treat for the eyes all around.



Remember the original *Rebel Assault* on the Sega CD two years ago? *Rebel Assault II: The Hidden Empire* will make you forget that choppy debacle. This version is full of exciting cinematic sequences, thumb-numbing space battles, and cool shooting sequences.



Gameplay & Control

The fast-moving space battles are smooth and uninhibited by slowdown or breakup. The shooting sequences require dexterity, and the TIE fighter training is unforgiving in its accuracy.



B-Wing from Return of the Jedi



Star Destroyer from The Empire Strikes Back



Y-Wing from Star Wars





Win 95

A man in a dark shirt is holding a glowing sword, looking directly at the camera. The background is dark with some light sources visible.



PC CD



Shadows of the Empire Update



All told, *Shadows* puts you on or in at least five modes of transportation: Dash's own Outrider ship, the Swoop bike, the level-one snowspeeder, a jetpack, and the hover train. Add in the exciting run-n-gun levels, and the N64 will have a game this December that looks, as Darth Vader himself might say, "most impressive."

Proof That Demons Do Exist

In the near future, mankind has conquered dimensional travel but the door we have opened swings both ways. The peaceful city you have grown up in has become a haven for dark creatures from another world— Demons! Now it's up to you and your friends to harness the hidden power within you by entering the fantasy game known as Persona.

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PlayStation

OVERSEAS PROSPECTS

An International
View on Video Games

Here's a look at two hot Japanese PlayStation imports that may soon be speeding their way to the U.S.!

COOLBOARDERS



If you want to shred the white waves of an endless winter, be on the lookout for CoolBoarders. Choosing from three runs (beginner, advanced, and expert), you race the clock while navigating some narrow trails loaded to the extreme with obstacles like trees, rocks, and bottomless cliffs. Of course, there's plenty of air to catch, and the more radical your moves, the more points you score. The game controls are super tight, and the graphics are also sharp, despite some breakup. Options include being able to pick your board,

style of clothes, and gender. While you can't race against other boarders, the game is still very addicting. Look for it to carve its way to the U.S. sometime this winter.

—Tommy Glide



CoolBoarders (PlayStation)

Developed and published by
UEP Systems

Available now in Japan

MOTOR TOON GRAND PRIX 2



Motor Toon Grand Prix 2 follows the wacky cartoon racing tradition set by the likes of Mario Kart and BC Racers. In this sequel (the original Motor Toon never made it to the states), you drive as one of eight crazy characters in five animated worlds where your car actually stretches around corners just like a cartoon car. Power-ups are selected from a spinning wheel (which has everything from bombs to turbo to even a 32-ton weight), so you won't always get what you want. The worlds are graphi-

cally rich, and drivers should look for hidden shortcuts and even hidden characters. Given Motor Toon's current popularity in Japan, it's highly likely this cute racer will be "toonied up" for a U.S. release before Christmas.—Tommy Glide **G**



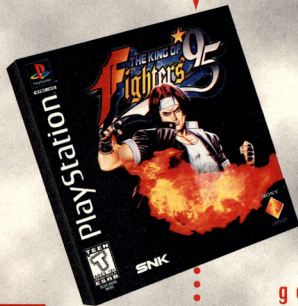
Motor Toon Grand Prix 2 (PlayStation)

Developed and published by
Sony Computer Entertainment

Available now in Japan



start
there



go
here

get it?

coming
soon

REAL BOUT
FATAL FURY
coming
soon



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Sneak Previews



Fighting Vipers

Saturn

By Scary Larry

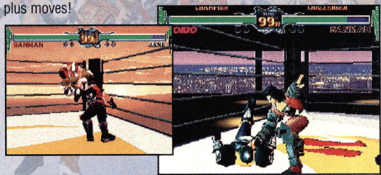


Sega is about to release another smash fighting game along the lines of *Virtua Fighter 2*. *Fighting Vipers* is almost ready for the Saturn, and it plays as great as its big brother in the arcades.



Control & Gameplay

The game moves at a blistering speed, and it's very addictive, even for novices. If you think the gameplay lacks depth, we found 200-plus moves!



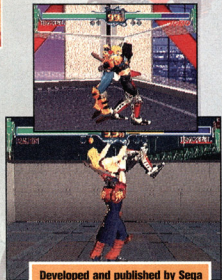
Graphics

A little more than 50 percent finished, the graphics need some further enhancements. The fighters are blocky, but they move with lightning-fast speed. Sega still has some time to clean this up, and if it does, *Fighting Vipers* will be an identical port of the arcade.



Sound

All the sound effects of the arcade version are here—the house music, the techno-rave soundtrack, and all the attendant bells and whistles such as armor clanging off the fighters and the surprisingly satisfying sound of slamming your foes against the fence.



Developed and published by Sega
Available November

50% COMPLETE



Treasures of the Deep

PlayStation

By Air Hendrix

GAMEPRO
Exclusive!



If you've burned out your afterburners in the unfriendly skies of *Agile Warrior* and *Top Gun*, *Treasures of the Deep* splashes down for a fast-paced undersea assault.

Graphics & Sounds



The visuals shine with realistic detail, sleekly moving undersea life, and a true sensation of 3D depth. Appropriate underwater effects gurgle in the background to respectable shots and explosions. Both the graphics and sounds sport some rough edges at this very early stage, but *Black Ops* has plenty of time to clean them up.

Developed by Black Ops Entertainment
Published by Virgin Interactive
Entertainment

Available First Quarter '97

10% COMPLETE

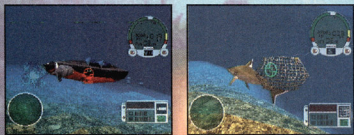


Dive Gear



Treasures launches you into James Bond-like underwater combat in attack subs packed to the gills with torpedoes, spear guns, nets, mines, and other equipment. Battling enemy divers and subs, you hunt for treasure in ten dive sites across the world, including Antarctica, Mariana's Trench, the Barrier Reef, and the Cuban Coast. If the bad guys don't slow you down, the fearsome fins of hammerhead sharks and stingrays get in your face mask. Back on shore, you can upgrade to snazzier diving equipment and weapons with the money you earn from collecting treasure.

Underwater Action



Treasures' arcade-style shooter gameplay shows serious promise. Stalking enemies through schools of fish and murky trenches imbues the game with a novel feel, and sinking your enemies poses an enjoyable challenge. The controls respond smoothly even when the water's churning with torpedoes.





Soviet Strike

PlayStation

By Slo Mo



Soviet Strike will feature striking cinematics to go with tough-as-nails helicopter combat.



BRDM-2



Story Line: Strike Four



EA wants to get back to Strike basics, so Soviet Strike's story line sets up a classic Strike scenario. In its rush to glasnost, the Soviet army (the world's largest) left a lot of nukes just lying around. The Shadow Man, an ex-KGB officer, is busy stockpiling atomic weapons in order to put Commie hard-liners back in power. You once again play a pilot for the ultra-secret U.S. "black ops" group, the Strike Organization.

Guerrilla Gameplay



Strike flies across five locations, which, as in the 16-bit originals, consist of several missions—40 in all. Your chopper's armed with a mean arsenal of hard-boiled high-tech weaponry. You rain destruction on enemy machines from a behind-the-aircraft view or the classic stationary Strike view, where the helicopter rotates around the terrain.

Striking Graphics

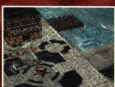
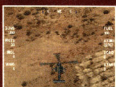


Strike's graphics are amped for 32-bit duty, particularly the size of the Strike copter. EA pumped up all the machines, buildings, and characters, including the "little" soldiers, citizens, and agents you must pick up. Explosions in the beta version were absolutely awesome! Strike vets will notice that the Apache gunship here is "strikingly" similar to the Apache in Desert Strike.



Developed and published by
Electronic Arts
Available October

70% COMPLETE



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GREATEST CONTACT
SPORT EVER PLAYED.
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Doom

Saturn

Armed only with quick reflexes and an itchy trigger-finger, you take on the armies of hell! Doom, the legendary corridor shooter, is coming to the Saturn with all the weapons, blood, and intense action you expect



Exclusive
HANDS-ON
Preview

from the Doom name. Huge levels loaded with weapons, traps, and monsters await you every move. This version had only one playable level, and the game's speed was a bit slow. The pixelization we noticed will probably be cleaned up by the time this game hits the shelves. —Major Mike



Developed by Rage
Published by GT Interactive
Available October

50% COMPLETE



Hexen

Saturn

Based on id's hit sequel to Heretic on the PC, Hexen smashes its way onto the Saturn with first-person action as intense as Doom's. Featuring some RPG elements, Hexen offers you three characters to choose from—fighter, mage, or cleric—and instead of ammo, the power-ups consist of potions and spells. In this exclusive early playable demo, the sound wasn't yet up and running, and at this point, we're hoping Probe will clean

Exclusive
HANDS-ON
Preview

up the pixelated enemies and grainy environments, as well as optimize the game's fairly slow speed.

—Tommy Glide



Developed by Probe
Published by GT Interactive
Available October

50% COMPLETE



Blood Omen: Legacy of Kain

PlayStation

This dark, medieval overhead-action game puts you in the body of a vengeance-seeking vampire. The crimson tide of blood never ends as you cut up hordes of the undead and feed upon innocent villagers. Playing with some RPG elements, you collect spells and new weapons. Despite some slowdown and load-time problems in this early playable

version, the control and graphics are sharp, the cinematics are totally gruesome, and the eerie sound and dialogue are a howl. Angry gamers will surely sink their teeth into this one.

—Tommy Glide



Developed and published by
Crystal Dynamics
Available October

70% COMPLETE

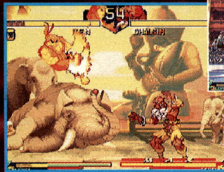


Street Fighter Alpha 2

PlayStation

Saturn

Street Fighter Alpha 2 continues Capcom's outstanding record of successful arcade to 32-bit conversions. SFA2 offers 18 selectable fighters, including old veterans Dhalsim and Zangief. The graphical improvements are mainly seen in each of the completely redone backgrounds. With sharper detail and vibrant colors, they reach a new level of beauty. Also added are Custom Combos—by simultaneously



pressing three buttons when your Super bar is full, you begin a limited shadow combo where players can execute a series of attacks and special moves to score massive numbers of hits. Even at the 50 percent mark, SFA2 plays great and controls perfectly. —Bruised Lee



Developed and published by
Capcom

Available October

50% COMPLETE

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Wipeout XL

PlayStation

Wipeout XL's streaking toward your PlayStation with a hefty haul of impressive refinements and new features. Steering these slick antigravity speed demons is much less difficult, relieving the need to lean on the brakes, and collisions along the rails are much more fair and realistic. But that doesn't mean this sequel got easy. Facing a field of 15 racers, you blast along eight new tracks at a much faster, cleaner clip, taking damage from crashes and enemy fire that only a detour into



the pit can repair. Killer new weapons, like an earthquake that buckles the track, jack up the level of aggression, and the sizzling sound effects, excellent new explosions, and other sweet graphical touches scorch the screen.—*Air Hendrix*

Developed and published by
Psygnosis
Available November

80% COMPLETE



Perfect Weapon

PlayStation

Saturn

Ever wonder what would happen if Resident Evil met Tekken? Perfect Weapon is a new action/fighting game that features hundreds of real martial arts moves, all executed as you fight dozens of aliens on five fantastic worlds. The graphics are as visually arresting as Resident Evil's, and the worlds are lush and detailed. Although the game played very slowly, ASC assured us that this will be amended in the final version. The moves are based on Tekken's tap-tap-tap system, and you can only learn new moves and combos by progressing through the game. This game could be a hot title this fall.—*Scary Larry*



Developed by Gray Matter
Published by ASC
Available November

50% COMPLETE





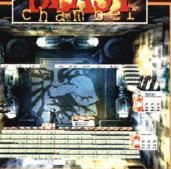
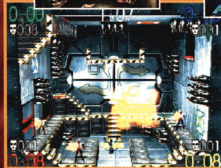
Blast Chamber

PlayStation

Saturn

PC CD

The phrase "It's a blast" gets literal in this puzzle/action/strategy game. The premise is simple: Grab the crystal in the room and place it in the proper transmitter in a given time period. Otherwise, a bomb strapped to you goes off! Each room has a plethora of booby traps: spikes, fans, rotating platforms, lava, and other obstacles that add to the challenge. The game also has a four-player free-for-all. The game looks great with smoothly rotating rooms and various other effects, and the controls are precise and responsive. Looks like Bomberman may have some competition. —*The Axe Grinder*



Developed by ATD
Published by Activision
Available October

60% COMPLETE

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Test Drive: Off-Road

PlayStation

Accolade bursts off the asphalt track with its latest Test Drive, taking this racing series off-road. Speedsters choose from

real-life 4x4s like Hummers, Jeep Wranglers, Land Rovers, and Chevys, then skid onto one of 12 obstacle-laden tracks for bone-jarring action



GamePro
Exclusive

against three opponents. In an intriguing departure, Test Drive doesn't limit you to the track—racers can head off-road through forests and hills to find shortcuts. With already snazzy graphics and sounds recorded from the actual vehicles, this game's a promising prospect.
—Air Hendrix



Developed by Elite Systems
Published by Accolade
Available November

70% COMPLETE



Virtua Cop 2

Saturn

The sequel to the best gun game of all time will soon be blasting its way onto the Saturn. Virtua Cop 2 looks great, and the early demo we played was fast and exciting. The shooting takes place in both a camera-pan mode (exactly like the first one) and elongated chase scenes. This game lacks something if you don't own the gun that came with the original Virtua Cop. But more weapons, more areas, and more enemies make for another excellent shooter.

—Scary Larry



Developed by AM2
Published by Sega
Available November

20% COMPLETE



Area 51

PlayStation

Saturn

The arcade hit comes home in all its trigger-pulling glory! As part of a Special Forces team, one or two players must blast through several stages of aliens, zombies, and toxic waste. Although less than half complete, the Saturn version previewed

here shows that Williams is on the road to a nearly perfect arcade conversion. One small snag: The game doesn't fill the entire screen—it's cropped in on the sides and bottom, though you hardly notice with all the intense shooting and explosions.

—Major Mike



Developed by Perfect
Entertainment
Published by Williams
Available September

40% COMPLETE



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-VideoGames, June 1996

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-VideoGames, June 1996

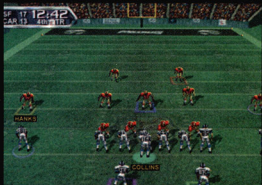


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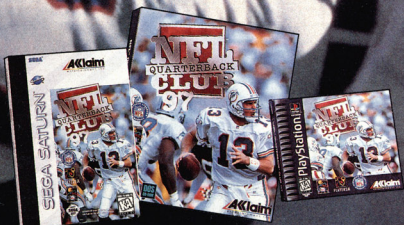
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-Game Players, June 1996



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Blizzard is ready to blast into outer space with the real-time strategy warfare it made popular with Warcraft. Starcraft sets up interstellar combat between three ambitious races. You can play as any of the alien societies, each of which has unique abilities and battle units. As the leader of your race, you must set up combat units to gather resources, train soldiers, and wage military campaigns in order to dominate galaxies. Star-

craft can be played head-to-head or with up to eight players across a local area network or Blizzard's battle.net site at <http://www.blizzard.com/bnet/bnet.htm>. The stars are your destination.

—Madd Max

**By Blizzard Entertainment
Available December**



Interstate '76 PC CD

Interstate '76 is a wicked automobile combat game where

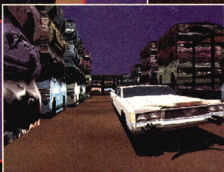
the Road Warrior meets Funkadelic. In a weird alternate '70s universe, auto vigilantes cruise the highways with funk playing in their 8-

tracks and weapons under their hoods. You drive classic '70s muscle cars as you face off with a fierce gang of auto ter-

rорists bent on destroying the largest oil reserve in the U.S. You can drive 25 vehicles armed with racks of customizable weapons systems, which you use to waste bad guys across 25 missions spread throughout the Southwest. Activision's goal is to meld a vehicle combat game with a high-end driving sim, but we can't wait to hear some groovy '70s tunes!

—Madd Max

**By Activision
Available October**



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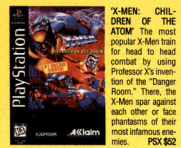
'SONIC BLAST' Now, Sonic and his world are 3D thanks to super fast SGI rendered graphics. The evil genius Robotnik is after the Chaos Emeralds and it's up to Sonic to stop him. It won't be easy, but Sonic has new power ups and special moves! **SAT \$52**



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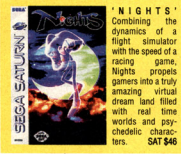
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10/96/01

Assassin-2015

PC CD



In this first-person weapons combat game, you play as Jack Butcher, a member of an elite group of government assassins. Something's gone terribly wrong during your current assignment, and now you're in for the fight of your life. Assassin melds first-person gunplay with dramatic cut

scenes, high-res rendered 3D environments, and an unusual army of enemies created with motion-capture technology. The dark business of assassination never looked so good.

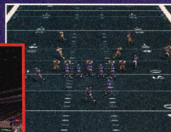
—Madd Max

By Inscape
Available September

NFL Total Control Football

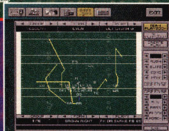
PC CD

NFL Total Control Football places you in total control from either behind the center or behind the GM's desk. You can craft any team by scouting college talent, commanding the draft, negotiating with free agents, and hiring or firing coaches. Then you go head-to-head against



30 NFL teams. You can set up a game plan by using plays for offense, defense, and special teams taken from actual NFL team playbooks or by designing your own. —Madd Max

By Phillips Media
Available September



SimCopter

PC CD



Maxis takes off with its first flight sim, but it hasn't forgotten its roots. Chopper pilots will chase criminals, fight fires, and perform air rescues. Success earns the right to fly different helicopters, and a Career mode

lets you take your pilot from rookie to top dog. SimCopter flies across 30 cities, or, coolest of all, you can import one of your SimCity 2000 cities, and SimCopter will convert it into a detailed 3D environment so you can patrol its skies. —Madd Max

By Maxis
Available November



Shattered Steel

PC CD

Mac CD

In 2132, space the final frontier is now space the lawless frontier. You're a freelance mercenary looking for an easy buck, but what begins as the routine investigation of a communications breakdown at a remote mining camp turns into an all-out invasion by merciless, human-hating aliens. Shattered

Steel propels you through 70 nonlinear missions across three worlds. You use 30 futuristic weapons, including heat-seeking missiles and smart rockets, to zap 50 types of robotic aliens. —Madd Max

By Interplay Productions
Available September



GENESIS

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Weaponized	558/01/21
World Class '96	501/01/18
Williams Arcade	541/01/10
Williams Arcade	548/01/11
World Series Baseball '96	552/01/22

Notated/00/01

Controller - Black

Controller - Grey

Controller - Green

Controller - Yellow

MSX Telling

MSX Hacking

PlayStation 4

PlayStation 5

PlayStation 6

PlayStation 7

PlayStation 8

PlayStation 9

PlayStation 10

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SOUL EDGE

VERSION II

By Bruised Lee

Soul Edge Version II continues to slice away the competition. The new upswing juggle attack combos and additional characters sharpen this already cut-throat game.

SHARPENED EDGE

While the graphics engine and core gameplay generally remain the same, Version II updates

the original game with two new fighters, Cervantes De Leon and Hwang Sug Kyung. Originally a boss, Cervantes is a pirate armed with two swords. His powerful double sword attacks and gruesome grab moves will make challengers want to walk the plank rather than oppose him. The other new character, Hwang, is a graceful swordsman who



Hwang shows off his graceful flexibility as he goes in for an attack against Cervantes.

uses his blade to launch his opponents into the air for several juggle combos.

Graphically, this version has no rough edges. Each texture-mapped fighter is beautifully rendered using motion-capture techniques that depict breathtakingly awesome de-



Now players can air juggle their opponent off the playing field for an easy (but cheap) victory.

tail. Incredible lighting effects, like dawn-to-dusk background lighting, take place during the course of a match. Each character still maintains their enhanced weapon attacks, where a unique glowing trail follows the motion of the weapon.

HEART AND SOUL

As a weapons fighting game, Version II offers several fighting styles, such as the floating combos. During these moves, which are slightly similar to Tekken's juggle combos, each fighter can lift their opponent into the air with an upswing attack, then use the joystick and the vertical attack button to start the juggle combo.

Still intact from the original version is the locking weapons feature. When two players perform the same attack simultaneously, the characters lock their weapons for a brief moment. During this time, players must choose a follow-up attack. When the weapons unlock, players perform their commanded move.

CRITICAL EDGE

Fans of the original Soul Edge are sure to enjoy the updated version. The improved juggle combos are exactly what was missing from the first version, and the new fighters add to the already powerful lineup. **G**



The Guard Impact feature now works for all weapon attacks, which is a modification from the original version.



Li Long demonstrates one of his powerful glow trail attack moves.



There's no escaping Cervantes' massive Critical Edge combo.



Even the old characters sport new moves. Here, Seung Mina tries her backflip attack.

KA-CHING!



THINK YOU'RE TOO COOL FOR THE POWER RANGERS? WELL, POWER RANGERS ZEO FULL TILT BATTLE PINBALL IS GONNA TURN YOUR HEAD AROUND! WHEN YOU GET A LOAD OF THE 5 EYE-POPPING 3D MODELED PLAYFIELDS, AWESOME SGI RENDERED CINEMAS AND TEXTURE MAPPED GRAPHICS, YOU WON'T BE ABLE TO KEEP YOUR HANDS OFF THE FLIPPERS. THROW IN SOME SMOKIN' SOUND EFFECTS AND ARCADE-LIKE PLAYABILITY, AND YOU'VE GOT A GAME THAT TAKES COOL TO A WHOLE NEW LEVEL--FULL TILT BATTLE PINBALL!



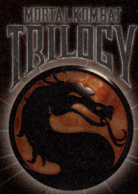
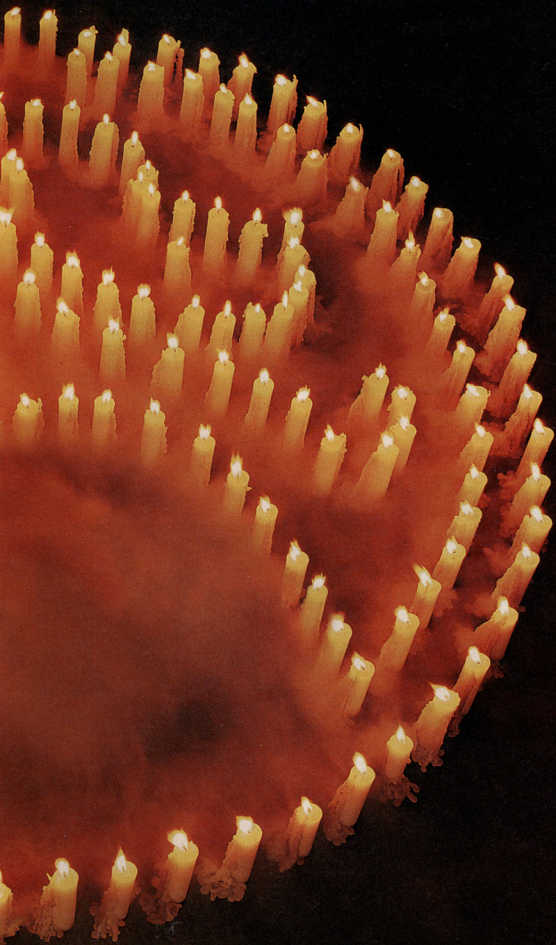
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BANDAI



And on that day, that which was promised will return. For twenty and six shall gather.



On twenty and nine levels of misery, pain, and suffering. And the living will envy the dead.

Nintendo 64



Super Mario N64

(By Nintendo)

By Scary Larry

\$66.99
64 megs

Available
September

Action/ad-
venture
1 player



SUPER MARIO 64



PROTIP: After completing most of the Sea world, try coaxing the giant eel out of the cave. It has a star attached to its tail.



Fun Factor

5.0

Let's face it: This is the game that will power sales of the Nintendo 64 for the first few months. And the replay value is immense. Super Mario 64 is definitely super!



Control

5.0

You must get used to the analog controller before you venture far into the game. With more than 30 moves at your disposal, you'll do a lot of exploring before you get into real star hunting.



Sound

5.0

Audio delights abound! Mario has some pretty funny voice clips (like "It's-a me, Mario!" and "Mama mia!"). The genuinely cool effects include birds chirping, wings flapping, and rocks breaking.



Graphics

5.0

Gorgeous scenery, imaginative (and huge) enemies, and delightful effects (like when you become the Chrome Mario) add up to the most visually impressive game of all time.



PROTIP: The first time you enter this race (the door is in the top hallway, on the right side of the castle), you get a star just for making it to the end. You get another one if you complete the race in under 20 seconds.



PROTIP: When racing the turtle, walk into the first cave to warp to the top of the mountain.



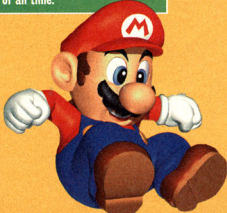
PROTIP: Whenever you find yourself low on power, look for the nearest large body of water. It acts as a restorative.



PROTIP: When racing in the Snow world, leap off the slide as soon as you start. If you can catch one of the lower slides, you can reach the bottom well ahead of the time limit. Also, look for a hidden area near the walls of this area.



PROTIP: After getting two stars in the Mountain level (behind the first door with the star that's to the right on the first floor of the castle), go to the first tree. Climb up the tree, and an owl shoots out. Grab on to the owl to fly high above the level. Let go when you see an errant star.





PROTIP: To get your very first star, enter the doorway at the far left of the castle (marked with a plain star). Butt Blast the post that Chomp is chained to, and he breaks the fence and releases the star.



PROTIP: Now you can venture into any level with a 1 on the door. Try this door on the far right of the castle hallway.

The world's best-known plumber is back in action, and he's bigger, badder, and bolder than ever. It's the mack-daddy Mario man himself, and this time he's luggin' 64 bits of real power behind him.

Once again, the mustached one has lost his dear Princess Toadstool, and Bowser is behind it all. Mario runs, jumps, climbs, tiptoes, and flies through 15 worlds (each with numerous sub-worlds) that you must visit over and over again to unlock a total of 120 stars. Guarding these stars are the strangest creatures: Big Boo, Bobombs, giant penguins, and more. After a few worlds, you'll take on Bowser, who shows up in three different areas.

Without a doubt, this game sports the best in graphics, sound, and gameplay. With the new compression technology of the N64 and the supersmooth anti-aliasing, mip mapping, and the Z-Buffer (don't ask me—it's Bruised Lee's term), nothing gets blurry, even at low resolution. Although it looks like it's running at 60 frames per second, it's running at only 30!

Like the original Mario for the NES and Super Mario World for the SNES, this is a groundbreaking, fascinating, and totally enjoyable game. You'll play this one over and over again. Crash, Nights, and Sonic can all take a back seat now that Mario's in town. **6**



PROTIP: The only way to eliminate the piranha plants is to creep up while they're sleeping, then hop them.



PROTIP: You confront Bowser three times.

The trick to eliminating him is to run behind him and grab his tail, then change the camera views while he's captive. Line him up with the nearest spiked ball, then aim and throw. One hit will do him in, but for the third and final confrontation you need to hit Bowser three times.



PROTIP: After ten stars, stand on the sunburst in the main hallway and look up to be transported to a flying level. Land on the platform and activate the red switch.

Fear of a Red Hat



PROTIP: Mario will find three switch markers that lead to three different hats. The first is the flying hat, activated with the red switch.



PROTIP: The second is the chrome hat, which allows you to walk underwater. The green switch activates it.



PROTIP: The third is the invincible hat, which lets you take on tough enemies and walk through certain walls. The blue switch activates it.



Nintendo 64

PREVIEW



Pilotwings 64

(By Nintendo)

By Air Hendrix

\$69.95

96 megs

Available
September

Stunt flying

1 player

4 courses

Aircraft

Multiple
views



PROTIP: In the gyrocopter, hit the gas to increase maneuverability on ascents, but nail the brakes for tighter responses on turns and descents.



PROTIP: To overcome the hang glider's slow steering on this steep descent, immediately steer toward the next ring in line as soon as you're lined up on the one in front of you.



PROTIP: Check the caves along the coast for stars that take you to the Bird Man flights.

PROTIP: To quickly defeat the giant, start from a high altitude and dive in fast. When you're close, let loose a few shots, then climb back up.



PROTIP: Land your hang glider perfectly by approaching the target low and fast. Put your feet down a few steps from the center.



PROTIP: Use your first shot out of the cannonball to determine your aim and power, then fine-tune them with the second two shots.



PROTIP: If you lose control of your trajectory while flying the rocket belt, briefly hover (hit Button Z) to stabilize yourself.

A familiar friend from the glory days of the SNES returns to help launch the Nintendo 64 with dazzling graphics and captivating gameplay. Pilotwings 64's stunt-flying action lines up three cool craft on your runway: a hang glider, a rocket belt, and a gyrocopter. You have to earn your way into the cannonball, skydiving, jumble hopper, and Bird Man courses by winning a silver medal or better in the primary vehicles.

To secure top marks, you must execute exact landings, whiz through precariously placed rings, and peg bull's-eye targets with rockets. This spectacular game delivers furious fun not in the form of frenzied action, but rather in the joy of realistic flight and the white-knuckle challenge of precision flying. **G**



Control

5.0 You definitely won't need a pilot's license to master these outstandingly responsive controls. The slick analog joystick handles like a dream, supplying smooth, realistic maneuvering.



Fun Factor

4.5 Pilotwings 64's methodical, strategic gameplay won't interest hardcore action gamers for more than a few days. However, this immensely addictive stunt-flying game will permanently engross anyone who loves flight-based action and a fierce challenge.



Graphics

4.5 Breathtaking 3D terrain and gorgeously smooth animation will fulfill all your flying dreams. The lone flaw in these postcard-perfect graphics is the smattering of quirky, simplistic visuals, such as the cheesy whales and the odd-looking giant.



Sound

4.0 Each aircraft hums with impressively realistic sound effects, and the landscapes are packed with details like honking traffic and crashing waves. The repetitive music and kiddy voices, however, quickly grow old.

PILOTWINGS 64

Daddy's Little Girl is Out to Save the World.

In the year 2069, Earth's no place for a lady. Alien pods have turned every living thing into hideous mutations.

One young woman, herself part alien, is Earth's last hope. Aided by her scientist father, her body is altered, transforming her into a harbinger of destruction.

Daddy's little girl doesn't cook, but she'll fry, bake or roast any enemy she sees. 'Cause in this world, you don't take prisoners... you eat them for lunch.

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*She doesn't cook, but she'll
fry, bake or roast anything she sees.*



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Crash Bandicoot

(By Sony Computer Entertainment America)

By Tommy Glde

Price not available
Available September
Adventure
1 player

30 levels
3D camera view
Save feature, continues, passwords



CRASH BANDICOOT



PROTIP: There's no time limit so be patient, and always look before you leap. Obstacles hide many pits, and platforms that wiggle indicate they are only sturdy for a second.

This year's most highly anticipated PlayStation adventure has finally arrived. Crash Bandicoot lives up to its hype by delivering true 3D gaming with high-quality production to boot.

Bouncing Bandicoot!

As in other platform-hopping adventures, your goal here is to save your girlfriend (Shawna) from the clutches of a madman (Dr. Neo Cortex). As the title character Crash (a bandicoot is a ratlike Australian marsupial), you must clear 30 greatly varying levels. From the jungle to the ancient ruins to Cortex's mechanized lair, Crash's gameplay is familiar territory. Other than a one-level ride on the back of a boar, the action's all jumping and spinning attacks.

The levels get continually tougher, but numerous free lives are found in plain sight of your path and are also earned in bonus rounds. In order to uncover all of the



PROTIP: Collect three tiki-mask power-ups, and you'll become invincible for a short time.

game, players will need to complete the levels without dying and by smashing all the crates. The game subsequently rewards you with colored gems that act as stairways to hidden areas found in the previous levels.

Undoubtedly Crash will have mass appeal, but the game isn't perfect. Trying to

judge distances from the mostly static view behind Crash is one of the game's main flaws. Crash also lacks some of the diversity and innovative next-gen qualities found in Sega's Nights and Nintendo's Mario 64. This is most evident with Crash's boss characters whose patterns are easy to recognize.

SECRET PATH

Look for a secret passage at the top of the level in the Native Fortress area.



The path runs behind the normal path and allows you to skirt enemies.

Overall, Crash's light-hearted, wacky tone and brilliant eye-candy will have players bounding over obstacles and crushing crates for days on end. PlayStation platform fans should make like a bandit for this Bandicoot. **A**



PROTIP: When spin-busting crates on small platforms, be sure you're standing still before hitting the spin attack button, or you may spin right off.



PROTIP: In the Cortex Power level, jump to the right and bounce off the wall to avoid the spiked robots.



PROTIP: Smashing all the boxes without dying will give you a "perfect" screen and a gem.



Graphics

5.0 Lush, clean, colorful textures provide the most stunning scenery in a 32-bit game to date. Some polygonal enemies are tame-looking, but effects like steam and fire set new visual standards. Crash's death animations lend a Warner Brothers flair.



Fun Factor

4.5 Isn't revolutionary, the cool look of each new level drives you onward. This pretty platform game proves the PlayStation can deliver a smooth, enjoyable 3D adventure.



Control

4.5 With only a spin attack and a jump, Crash's controls are simple. The tight directional-pad control borders on hyper-sensitive—which is necessary to navigate the more difficult 3D environments.



Sound

4.0 Excellent sound effects include the splash of Crash falling in the water and the shriek and flutter of bats. The characters have little to say, however, and the subtle, unintrusive music may come off as silly to some.

CRASH BANDICOOT



PROTIP: When outrunning the boulders, try to run in as straight a line as possible. Follow trails of fruit as they guide you around obstacles.

DR. NEO'S BONUS ROUND

In the Rolling Stones level, collect three Dr. Neo Cortex heads. One is in a crate you must head-butt at the beginning of the level, one is in a cluster of dynamited boxes in the middle, and the third is by the exit warp.



Get all three, and you'll be taken to the doctor's difficult bonus area where you must cross crates of TNT!

BOSS BAD BOYS

Papu Papu



PROTIP: Don't use spin attacks against Papu Papu. Jump on his head after he swings and misses you with his club.

Ripper Roo



PROTIP: To defeat Ripper Roo, first dodge him by moving between the front three cubes. When he approaches from the back, activate the nearby TNT and move away.

PLAYSTATION



Jumping Flash 2

(By Sony Computer Entertainment)

By Major Mike

Price not available

First-person shooter

Available now

1 player
6 worlds



Jumping Flash 2



PROTIP: Save your special weapons for bosses such as the giant spider. You can easily defeat most of these end-of-world menaces by jumping on their heads while you're firing.



Graphics

4.5 From smog-filled skies to dark underwater depths, the landscapes are very atmospheric. There's also no pixelization when you get close to objects, and the fully rendered cinematics are awesome.



Sound

4.0 The deadpan voice has to go, but most of the music selections are excellent and well chosen (especially in the early tropics). Some of the explosions could be punched up a bit, though.



Control

4.0 The jumps are executed perfectly, but things get a little awkward when you look up and down in the stages.



Fun Factor

4.0 The only unfavorable aspect about the game is that it's too easy. If you played the first game, chances are you'll finish this in one sitting. It's a blast while it lasts, though.



PROTIP: Throughout the game, one-ups and other icons can frequently be found underwater.



PROTIP: You can defeat enemies by jumping on them. The higher the jump, however, the more damage you inflict.



PROTIP: If you finish the game, you can continue playing. The levels are almost the same, but the Muu Muus are in different locations.



PROTIP: Having trouble locating the Muu Muus? Jump to the highest area in a level and look around to find their location.

One of the early sleeper PlayStation titles, *Jumping Flash* was more than another corridor shooter—it also challenged you to strategically jump and find items. JF2 adds some awesome new elements like underwater travel and the ability to ride different objects, including a flatbed train car, conveyor belts, and an awesome roller coaster that speeds you around the screen. The interface is still the same, but a few new weapons have been added to your arsenal.

This time, you're pitted against Captain Kabuki, a big phallic destroyer of planets who—oh, who cares about the story. The objective is to hop from world to world and save the Muu Muus before time runs out.

The only real quibble with JF2 is that it's too short: Six worlds simply aren't enough. However, upon finishing the game the first time, another version opens up—Two Faces of Baron Aloha. The Worlds this time are a little different, and some of the Muu Muus have been moved.

JF2 is a sequel worthy of its predecessor. It's not just a jumping flash in the pan. **G**

PROTIP: Whenever you see the Baron's face on any of the structures, shoot it. There is usually a plethora of goodies behind it.



As in the first game, excellent cinematics are sprinkled between the worlds.

Reach out and crush someone.

Coming soon.



EIDOS
INTERACTIVE



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Race with 35 of the fastest, most maniacally-aggressive drivers on the paved planet. (The only thing you'll lack is a fireproof body suit.)



26 cars perfectly mirror their real-world counterparts. If you plow into a sidewall, you better count on a pit stop and collision repair.

SEE MONTE CARLO.
AT A LEISURELY 200 MPH.



Guitar gurus Steve Vai and Joe Satriani provide the high-octane road tunes. (Playable in mono, stereo, Dolby Surround or Q-Sound.)



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FORMULA 1, THE GAME. START YOUR PLAYSTATION.

Project Horned Owl

By The Gun Nut



PROTIP: Be careful when using the charged shot—it packs a powerful punch, but drains your ammunition.

One of the first PlayStation "gun" games, Project Horned Owl is pretty lame. Granted, point-and-shoot games aren't the deepest genre around, but Owl grows stale after the first stage or so, with wave after



wave of the same dull enemies. You blast your way through city streets, underground tunnels, and factories—with an obnoxious on-screen colleague screaming orders the entire time. Thankfully, she can be silenced in the game options.

The dull cinematic cut scenes do little to enhance the faltering action, and the over-

all graphics are bland—mostly consisting of gray walls and running yellow robots. No skill is required to down the bosses; you just need to conserve your smart bombs.

This game is a rental for the curious, but those itchy trigger-fingers who crave shooting will have to wait. **G**

Project Horned Owl

By Sony Computer Entertainment

Graphics	Sound	Control	Fun Factor	Challenge
3.0	3.0	4.0	2.0	Intimidating

Price not available
Available now
Shooting
2 players

Front view
Replay value: Low
ESRB rating: Teen

SPACE HULK: Vengeance of the Blood Angels

By Air Hendrix

Space Hulk feels like a port of an outdated PC game, and unsurprisingly, it is. This Hulk trips over a stuffy combination of strategy and Doom-style shooting.

If you can decipher the unnecessarily complex controls and story line, you'll learn that you play as a space marine battling a vicious species of parasitic predators. In terms



PROTIP: Use the handy map to locate oncoming enemies and shoot ahead into the darkness to eliminate the threat before it arrives.

of gameplay, that means you run a squad of marines, sending them off to perform tasks like guarding, torching rooms, and so on. All 43 missions feel the same after a while, and neither the shooting nor the strategic planning ever be-



PROTIP: If an enemy gets in close, pound Button \bigcirc to block and then electrocute them.

come engrossing. Likewise, the clean but repetitive graphics and unremarkable sounds never involve you.

If strategy games are your bread and butter, Space Hulk might be worth a rental. Otherwise, blast this Hulk deep into outer space. **G**

Space Hulk: Vengeance of the Blood Angels by Electronic Arts

Graphics	Sound	Control	Fun Factor	Challenge
3.5	3.0	4.0	2.5	Intimidating

Price not available
Available now
Action/Strategy
1 player
43 missions

First-person view
Replay value: Medium
ESRB rating: Teen



By Mayor Scary



PROTIP: Build power plants (especially the nuclear plants) far from the city limits to avoid industrial mishaps.

Although this version of the old sim classic offers some new perks, like a 3D limo ride through your finished metropolis, and new responsibilities such as choosing prison loca-



PROTIP: Tunnels are expensive. Try to build roads around uneven terrain, or level the terrain before you build.



tions, the slow pace and confusing icon-driven interface will try even the patience of Sim-maniacs who love the original game.

Newer features also mean more planning: Now you lay down water lines, post power

lines, zone neighborhoods before building them, and decide whether or not you want a grade school, high school, or university on your block.

The lame music and audio effects don't add much to the community. It's a pity this city-builder couldn't build a better world to live in. **G**

Sim City 2000 by Maxis

Graphics	Sound	Control	Fun Factor	Challenge
3.0	2.5	4.0	3.0	Intimidating

Price not available
Available now
Sim
1 player

Multiple views
Replay value: Medium
ESRB rating: Kids to Adults



*REMEMBER US? WE BROUGHT YOU EARTHWORM JIM. RIGHT NOW
WE ARE MAKING OUR FIRST GAME FOR 32-BIT SYSTEMS.*

*WE'VE PUT THE BEST GAME MAKERS FROM AROUND THE WORLD IN
THE SAME ROOM. SOMETHING BIG IS BEGINNING TO HAPPEN...*

*MORE LATER.
THE SHINY TEAM*





Nights

(By Sega)

By Scary Larry

Price not available

Action/adventure

Available now

8 stages

2 players

Multiple views



Nights

into dreams...

Sega has done it again, making a Saturn-only game that makes it worth buying the system (Gun Griffon, reviewed last issue, and the upcoming Three Dirty Dwarves are also pleasant surprises). For those who thought the PlayStation was all that and a bag of chips, get ready for the boldest Saturn adventure of all.

Nights is a one-player flying game unlike anything anyone's done before—and certainly a showcase for the power of the next-gen systems. You play as either Claris or Eliot, two dreaming children who are being threatened by Wizeman the Wicked. Wizeman uses the Nightmares, his troop of

flying nightmares, to wreak havoc in the dream worlds.

Claris and Eliot transform into Nights, an aerial acrobat who helps them gather 20 blue spheres in each round and then deposit them into the Ideya Capture machines. This in turn allows you to collect four orbs—the orbs of Purity, Wisdom, Hope, and Intelligence. After every four rounds, you fight a boss—some of which are the most imaginative bosses ever, including a card-throwing evil jester and an opera-singin' fat lady.

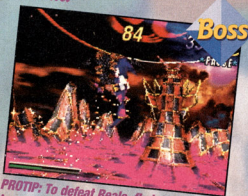
But even the bosses can't compare to the dreamlike ease with which you float through the levels. Each

imaginative level is filled with air drafts, skill rings, water fountains and more, adding to the game's diversity and depth. You even jet through water levels and snowboard through ice levels.

Nights is probably the most original game from Sega since VF2. And for fans of fantasy action games, Nights can't be beat. This one is certainly a dream come true. **G**



Reala



PROTIP: To defeat Reala, fly into her headfirst using the Drill Blast. If you hit her successfully, she'll ricochet into one of the rocks surrounding her throne. Once all the rocks are destroyed, Reala's downfall will soon follow.

Jackle

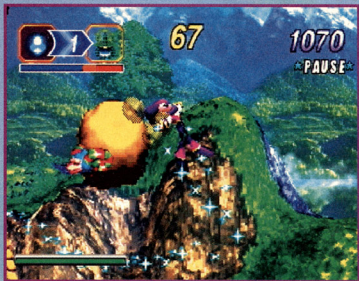


PROTIP: Jackle is tricky. You must destroy the cape he's wearing while avoiding the cards he throws. Once the cape drops off, continually attack him.

Gulpo



PROTIP: Steer into the fish around the tank Gulpo is in. The fish will shoot you into Gulpo, and you'll damage him. If Gulpo disappears, try moving up and down until you see him. There are fish on three levels.



PROTIP: Looping around enemies destroys them.



PROTIP: Be careful when flying up the Elevator in the Stick Canyon level: Large elevators descend and you lose time.



PROTIP: Turn on all the switches around the altar in the Mystic Forest and you can enter a hidden area.



Check each level carefully, and grab every gold chip and power-up. If you don't score a "C" or better, you can't progress to the final stages.



PROTIP: If time runs out and you fall, walk to the nearest Ideya Chamber and deposit the spheres. If you have the orb when you run out of time, run to the Dream Tower.



PROTIP: Don't always follow the set path. Fly above and below the flight lines to see different areas and collect more spheres.



PROTIP: Some areas, like the walls in the Soft Museum, must be charged head-on. You also must charge the rings on the floors in this area to obtain the blue spheres.



Graphics

4.5 Although beautiful and imaginative, the graphics are choppy in places and break up in others. You'll barely notice, though, as you soar through these gorgeous environments.



Sound

Sega takes advantage of the CD with crystal-clear music and a ton of sound effects. The music isn't fierce techno, but it does help instill the game with a relaxed feel.



Control

Flying using the analog joystick is a breeze. The looseness of the directional pad makes the flying seem more intuitive. One button for speed and another for acrobatics also simplifies things.



Fun Factor

You could spend a lot of time with Nights and never realize it. It's fun, enjoyable, and impressive. Nights will enchant and enthrall even the most jaded gamers.

Puffy



PROTIP: Grab this dubious diva and throw her against the walls. She'll crash through and eventually slam into the final wall. If some parts of the walls don't crumble, try going higher or lower.

Clawz



PROTIP: The trick to defeating Clawz is letting him light the Mouse Firecrackers, then spinning with a Drill Hit into the lit firecracker. If you hesitate, the firecracker will launch into you, taking five seconds off the meter.

Gillwing



PROTIP: To defeat Gillwing, continually slam his head into the ground. Grab him below the lips, or from directly above his head. As you persevere, his body gets shorter and shorter, which indicates he's losing power.

Gritty, intense, and already a year old on the PlayStation, *Loaded* blasts its way onto the Saturn. From a top-down view, you must escape 15 levels by pumping absurd amounts of ammo into hordes of enemies ranging from giant scorpions to straightjacketed lunatics. You have your choice of six anti-heroes, including a flame-throwing man in a dress. With wide-ranging levels and a simultaneous two-player mode, this wacked-out shooter will intrigue and more than satisfy most gamers. **C**

Loaded

(By Interplay)

By Tommy Glide

Price not available
Shooter
Available October
2 players
15 levels
Overhead view



PROTIP: In the first level, never rush into battle in the big open rooms. Instead, attack the smaller rooms off to the sides first. You'll find needed health and weapon power-ups.



PROTIP: In the level five compound, use your strafe button to keep the guard dogs in front of you when they attack.



PROTIP: In the level seven graveyard, the zombies move slowly, but it takes a lot of shots to down them. Nail them from a safe distance.

Sound



4.0

Hardcore tunes by the semi-famous band Pop Will Eat Itself round out the sounds, which resound with the crackle of gunfire, along with the subsequent splattering sounds of your victims.

Graphics



4.0

The graphics, most notably the smoke effects, are not nearly as smooth as in the PlayStation original. But the characters and levels are still good and gruesome.

Control



4.5

The controls are smooth and steady, giving you the maneuverability necessary to waste your opponents. But it's not as easy to zoom in and out as on the PSX version.

Fun Factor



4.5

This carnival of carnage isn't heavy on strategy, nor is it for the slow-triggered or squeamish. If you want to bring death like the Reaper, *Loaded* is your delivery vehicle.

RETURN

Grid Runner

(By Virgin Interactive)

By Tommy Glide

Price not available
Available October
Action
2 players
48 levels
Overhead view



PROTIP: Build platforms to get around obstacles and speed kickers that will send you in an unwanted direction.



PROTIP: In the first level of Circe, the four flags you need are in the four corners. You can navigate easily enough without the teleporters, but practice using them anyway.

Graphics



4.0

A wide variety of colorful mazes and bonus rounds make for a solid 3D stage. The rendered characters are interesting but not breathtaking, and, as usual, the graphics aren't as sharp as the PlayStation version's.

Control



4.5

The tight, smooth control enables players to really run for their lives. Using your character's diverse abilities, you can develop your own gameplay style.

Sound



4.0

While the overall sound quality is good, there could be more variety. Funky technopop provides the backdrop to the sci-fi blasts and zap sounds.

Fun Factor



4.0

With fleet feet, *Grid Runner* rushes back to the basics of good gameplay. Two players can spend hours in the ever-changing mazes of intense head-to-head battle.

Did Mom tell you it's never ok to play with your food? She's wrong.



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Get ready for stick-to-your-ribs adventure!

- * 23 levels of wild, prehistorical fun.
- * Fantastic Graphics, animation, and sound.
- * The biggest, baddest, hungriest end boss ever.

"Prehistorik Man is a game that blows me away. I have but 3 words...go buy it!"

-K. Lee, Gamefan Magazine



WANTED: brave adventurer, to risk life for missing treasure and beautiful girl. Yellowbelly cowards need not apply.



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Can you handle the challenge?

- * Tons of hidden treasures and power-ups.
- * 17 action-packed levels to explore.
- * Stunning sights, sounds, and music.

"Ardy Lightfoot out-foxes the competition!"

-Nintendo Power Magazine



Once upon a time, there were three little pigs...



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...but these ain't just any piggs--They're superhero swine on a mission.

- * 6 hilarious, butt-slammin' adventures.
- * Extreme graphics and animation!
- * Battle against the most evil invention of all time.

"A clever, fun, action romp."

-Nintendo Power Magazine



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BLOCKBUSTER VIDEO

THE 16-BIT GAMER'S SURVIVAL GUIDE

Super NES

ProReview

Power Rangers Zeo Battle Racers

By The Feature Creature

The Rangers have tanked in popularity in the last year; this lame racer has them completely out of gas.

Running on Empty

Lots of options do not a great racing game make. Power Rangers Zeo has an impressive list of features, but the execution is so weak you won't be around long enough to try out everything. You choose from six Rangers, Cog, and King

Mondo, each riding a bizarre armed vehicle. Single players race against seven opponents, try a solo Time Trial, or go one-on-one against the computer. The five two-player modes include a Demolition Derby-style Bumper Chase and a 99-second Blaster Master mode. Take first place at the Pro level on all five tracks, and you'll access a secret character.

Sound fun? It isn't, mostly because of the game's annoying split screen. Even the one-player races are shown via a

split-screen, with one half giving you a view on a big rear-view mirror that takes up so much space your front view gets shortchanged. The backgrounds shimmer as if you were racing on water.

Stiff controls leave this game running way behind Super Mario Kart, and feeble sounds fail to generate any excitement. In every way, this game leaves the Power Rangers stranded by the highway. **G**



PROTIP: For a quick lead, let your opponent jump ahead from the starting line, then nail him with a homing Blaster shot.



PROTIP: Cut across corners to get a better firing angle on your opponent.



PROTIP: The Blue and Pink Rangers' Hover Crafts have the highest acceleration, making them good vehicles for twistier tracks.



PROTIP: The rectangular City Circuit track is so simple, a clean getaway is especially important.



PROTIP: Make sure opponents are within range before wasting valuable Blaster shots on them.

Power Rangers Zeo Battle Racers
By Bandai

Graphics	Sound	Control	Fun Factor	Challenge
2.0	2.0	2.0	2.0	INT

Price not available
8 megs
Racing
Available now
2 players

5 tracks
Behind-the-racer view
Replay value: Medium
ESRB rating: Kids to Adults

16-BIT HALL OF FAME

You Gotta Have These!

In July we asked you to name your favorite 16-bit sports games. **Madden NFL '96** for the SNES was the top vote-getter. Here are the next five in alphabetical order:

- Ken Griffey Jr.'s Winning Run (SNES)
- NBA Jam T.E. (SNES)
- NHL '95 (Genesis)
- NHL '96 (SNES)
- Tecmo Super Bowl (SNES)



The editors gave Madden NFL '96 a 5.0 FunFactor in December '95.

For Halloween, the Hall of Fame directors (that's us) turn our attention to great chillers from 16-bit history. What are some of the best 16-bit games to play on a dark Halloween night when you're there for the scare? Think of sci-fi monster mashers like Aliens 3, creepy adventures like Castlevania Bloodlines, and splatterfests like the Splatterhouse games. Even groovy ghouls like Zombies Ate My Neighbors qualify. Send in the name of your one favorite scare-o-rama and the 16-bit system it's for to the following address:

Hall of Fame: Monsters
GamePro Magazine
P.O. Box 5828
San Mateo, CA 94402

You can also e-mail us at comments.gamepro@ftw.com. We'll post the results in a future issue.

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"The graphics are awesome, the gameplay is dead-on..."

—Game Players



"Alien Trilogy
is fantastic."

—Video Games

"...a rare
achievement."

—Next Generation



"The 3D engine
is first rate."

—Next Generation

"...a real winner!"

—EGM



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For a sneak peek check out Alien Trilogy at
<http://www.acclaimnation.com>

Super NES

Preview

MARVEL SUPER HEROES IN WAR OF THE GEMS

Unfortunately, October may be haunted by a disappointing new Final Fight-style SNES game from Capcom: *Marvel Super Heroes in War of the Gems*. You do get interesting stats (did you know The Hulk weighs almost as much as Spider-Man, Captain America, and Wolverine combined?). And yes, you get big Marvel

men with individual moves (Captain America throws his mighty shield, for instance) to use against dozens of adversaries like Dr. Doom and Blackheart.

What you don't get is sophisticated beat-em-up action. In the preview version, the action seemed pretty routine, especially if you played the similar X-Men: Mutant Apocalypse, and the controls relied on just two buttons. The backgrounds were very flat, lacking any parallax enhance-



ments to bring the stages to life. So far *War of the Gems* looks and plays like a 1993 game trying to squeak by in 1996. Capcom says *War of the Gems* may very well be the company's last hurrah on the SNES. Let's hope not. We'll have a review in an upcoming issue. —*The Feature Creature*

ASK THE PROS

I can't get to the Waterfall of Wishing in *Legend of Zelda* for the SNES. Near Zora's Waterfall are signs saying it's near, but I still can't reach it.

Danny Grassa
West Paterson, NJ

You need the flippers to swim into the waterfalls. From the magic shop, go right one

screen, up two screens, then walk into the shallow water (it's the light blue water, not the dark blue). Follow the shallow water up to the right and down to the lowest path. A big beast will emerge; pay him 500 rupees to get the flippers. Then swim into the different waterfalls near Zora's Waterfall to find the Waterfall of Wishing.



Nintendo's striking gold with its latest strategy: reissues of classic games. The company is restocking stores with *The Legend of Zelda*, *SimCity*, *Super Mario All-Stars*, *Super Mario Kart*, and *Tetris 2*, each for under \$40 (though careful shoppers might find even cheaper versions in discount bins). Here's how we rated the games when we first played them:

The Legend of Zelda by Nintendo (reviewed August '92)

Graphics	Sound	Control	Fun Factor	Challenge
5.0	5.0	5.0	5.0	5.0

SimCity by Nintendo (reviewed January '92)

Graphics	Sound	Control	Fun Factor	Challenge
3.0	3.0	4.0	4.0	5.0

Super Mario All-Stars by Nintendo (reviewed November '93)

Graphics	Sound	Control	Fun Factor	Challenge
5.0	5.0	5.0	5.0	5.0

Super Mario Kart by Nintendo (reviewed December '92)

Graphics	Sound	Control	Fun Factor	Challenge
5.0	4.0	5.0	5.0	5.0

Tetris 2 by Nintendo (reviewed November '94)

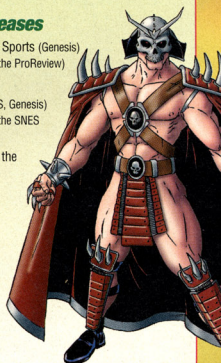
Graphics	Sound	Control	Fun Factor	Challenge
4.0	4.0	5.0	5.0	5.0

Ultimate MK3!

Fortunately, the SNES and Genesis may welcome big new additions to the Mortal Kombat family this month: *Ultimate MK3* (we'll have previews and reviews in upcoming issues). The one sour note this Halloween is the eagerly awaited new *Sonic* game from Sega, *Sonic Blast*, which is now coming in November or December instead of October. But there are lots of good sports games coming out this month as shown in the list below.

October's 16-Bit Releases

- *College Football USA '97* by EA Sports (Genesis) (See "Sports Pages" this issue for the ProReview)
- *Gearheads* by Philips (SNES)
- *Madden '97* by EA Sports (SNES, Genesis) (See "Sports Pages" this issue for the SNES ProReview)
- *Marvel Super Heroes in War of the Gems* by Capcom (SNES)
- *NHL '97* by EA Sports (Genesis)
- *Triple Play Gold* by EA Sports (Genesis) (See "Sports Pages" this issue for the ProReview)
- *Ultimate MK3* by Williams (SNES, Genesis)
- *War 3010: The Revolution* by Advanced Productions (SNES)



STREET RACER

*It's a race.
It's a battle.
It's a blast.
It's coming this October.*



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IT'LL BLOW YOUR *%#@#?£ MIND!



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Heart-accelerating, driving adventure as you race through New York City to find hidden bombs!

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Sega Saturn™ and Windows 95™ CD-ROM.



MATURE
ANIMATED VIOLENCE
ANIMATED BLOOD

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SPORTS PAGES



Madden NFL '97

PlayStation Saturn

By Johnny Ballgame



PRO FORM

W. WINTER	18	250	41	41	41	41	41	41	41	41	41	41
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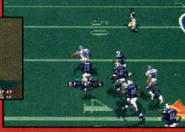
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Control




The most influential and successful football game of all time finally makes its way onto the PlayStation and Saturn, and judging by the early previews, it was well worth the wait. Both versions are equally excellent and impressive, scoring touchdown after touchdown on their way to the Super Bowl.

Outstanding player control has always been a trademark of the Madden series, and the trend continues on the 32-bit field with every move of the NFL at your disposal. You can stiff-arm or spin away from a vicious tackler. Jump for passes, use speed bursts and dives to gain first downs, or lateral to a streaking wideout for the ultimate surprise score.

Stats





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Developed by Tiburon Entertainment
Published by EA Sports
Available September

90% COMPLETE

Graphics



More than 100 teams, including fully updated '97 franchises and every team to ever play in the Super Bowl, are included. Madden '97 delivers trades, salary caps, over 300 plays, and a create-a-player option to help fill your team's weak spots. Ten authentic penalties and on-the-field refs enhance the realism; Exhibition, Season, Playoffs, Super Bowl, and Pro Bowl modes enhance the options.

All 30 NFL stadiums are fully rendered, and actual players were digitized to capture all the wickedly wild hits and high-stepping antics of today's athletes. Pro Bowl details, like players flipping head over heels after a low hit and the Ken Norton punching-bag touchdown celebration, add all the realism gridiron fans love and desire. Even Madden, Summerall, and James Brown are included in full-motion video clips to discuss the details of each game.



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NFL Legends Football '97

PlayStation Saturn PC CD

Accolade returns to the gridiron with a fresh take on the football formula: Legends enables you to kick off in 1932, 1950, 1968, and 1996. The rules and play mechanics conform to the era you're playing in, which means you have four styles of football to master. To create that time-warps sensation, Legends' playbooks, uniforms, and fully rendered real-life stadiums change to match each year. All the '96 NFL players report for duty, along with 1200 real historical players. Managerial types can run drafts, trade, and manage careers over multiple seasons.—*Air Hendrix*

Quarterback	Yds	TDs	Ints	Rate	Yds	TDs	Ints	Rate
Tom Brady	2,145	18	12	92.5	1,875	15	10	91.5
Tom Brady	2,145	18	12	92.5	1,875	15	10	91.5
Tom Brady	2,145	18	12	92.5	1,875	15	10	91.5
Tom Brady	2,145	18	12	92.5	1,875	15	10	91.5
Tom Brady	2,145	18	12	92.5	1,875	15	10	91.5
Tom Brady	2,145	18	12	92.5	1,875	15	10	91.5
Tom Brady	2,145	18	12	92.5	1,875	15	10	91.5
Tom Brady	2,145	18	12	92.5	1,875	15	10	91.5
Tom Brady	2,145	18	12	92.5	1,875	15	10	91.5
Tom Brady	2,145	18	12	92.5	1,875	15	10	91.5



Developed by Saffire
Published by Sport Accolade
Available November

60% COMPLETE



NFL Full Contact

PlayStation

Konami's looking to cap off a fairly successful sports season with Full Contact. The huddling begins in Exhibition, Playoff, or Super Bowl modes with all the NFL teams and players. More than 60 behavioral attributes



says will help it deliver tough, realistic gridiron gameplay.—*Air Hendrix*



Developed by Robin Attonck
Published by Konami
Available September

90% COMPLETE



NCAA GameBreaker

PlayStation

Using the engine made famous in last year's NFL GameDay, NCAA GameBreaker reprises a successful formula. Smooth, speedy gameplay and a full roster of all 110 Division One college teams (including national faves like Notre Dame, UCLA, and Cal) round out this solid title. But the game will impress you only if you're a fan of college sports—regular football fanatics will find the game identical to last year's acclaimed GameDay as there are no new features beyond faster, cleaner graphics. Although GameBreaker has the usual differences with college play (no two-minute warning and plays like the Wishbone), so far this season's Madden clearly outshines it.—*Scary Larry*

Team	Score	Time
NEBRASKA	20	00:00
FLORIDA	00	00:00

Developed and published by
Sony Computer Entertainment
Available September

60% COMPLETE





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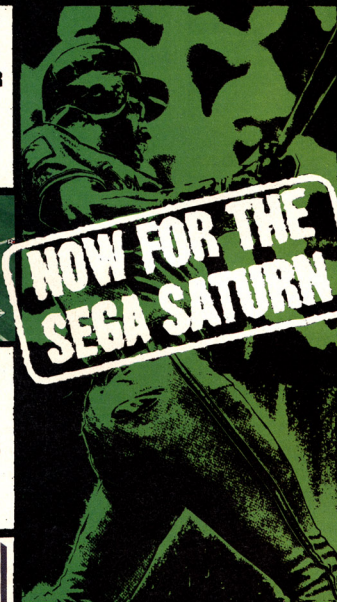
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**VOCAL UMP'S
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PLAYER STATS



"BOTTOM OF THE 9TH"™



NFL Quarterback Club '97 Saturn

QB Club has been totally redesigned for '97 as Acclaim prepares to do gridiron battle with Madden and NFL '97. All 30 NFL teams and more than 75 hidden teams (including Team GamePro!) are included, along with over 500 new plays. Innovative options let you substitute any player at any position, giving you the opportunity to kick field goals with Marino. It's too early in the preseason to tell for sure,

but QB Club '97 definitely looks as if it's on the right track.

—Johnny Ballgame



Developed by Iguana
Published by Acclaim
Entertainment
Available September

80% COMPLETE



Super NES

Madden NFL '97

By Johnny Ballgame

Although Madden '97 brings some new features to the SNES field, it's plagued by an easy A.I., a loss of plays, and slightly slower gameplay than last season. While it's still a good game, it's definitely a step down from '96's All-Pro performance.

Madden Miscues

You can choose from more than 50 teams ranging from current teams to the all-time greats. There's a new play-calling interface loaded with more than 400 plays, but Maddenites will notice the loss of significant plays like the wishbone, run and shoot, and 46 defense. Multiple skill levels have been added, but computer defenders still fall for the same plays all game long.

With all the moves of the NFL at your fingertips, including stiff arms and spins, multi-player competition is a blast. The new iso-cam lets you play as any player on the field, which adds to the two-player fun as you can match up wide receiver

Madden Tips



PROTIP: The FB Screen is a great short pass play that often turns into big yardage.



PROTIP: Use the HB Toss/Pass to throw off the defense when it expects a run.



PROTIP: On sweeps and tosses, run parallel to the line until a hole opens up, then burst through for a long-yardage gain.

Later This Season...



MVP College Football '96



Tecmo Super Bowl

A slew of other companies with upcoming football titles weren't ready to go public with their games just yet, including heavy-hitter Sony, which is hard at work on NFL GameDay '97 for a November release on the PlayStation. Details on this

hot prospect are impossible to come by, but we'll update you as soon as we can. Sega Sports is also plugging away on NFL '97 for November. Neon Deion no longer headlines this series, and Genesis gamers are out of luck—it's only for the Saturn. More college ball from Data East—

MVP College Football '96 is

on track for October on the PlayStation and Saturn (see "Sports Pages," June). And finally, Tecmo's wrapping up trademark football frenzy for a fall release of **Tecmo Super Bowl** on the PlayStation and Saturn (see "Sports Pages," August).—Air Hendrix

versus cornerback and see who's truly the best.

Players appear short and pudgy compared to last year's, and the throwing and kicking animations look awkward. Signs like "Captain Comeback Jr." hanging in the background of stadiums provide nice, detailed touches, though.

All the grunts, whistles, and Fox theme music are the same, along with a crowd that chants "Defense!" for their hometown favorites. But Madden's voice is almost nonexistent, which will disappoint his fans.

Memories

Madden '97 fails to live up to the groundbreaking season it had last year. Stick with '96 for the best football action on the SNES. ■

Madden NFL '97 by EA Sports

Graphics	Sound	Control	Fun Factor	Challenges
3.0	3.5	4.0	4.0	4.0
ADJ AVERAGE				
\$64.95				
12 megs				
Available October				
Football				
2 players				
Replay value: Medium				
ESRB rating: Kids to Adults				

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This fall, Tecmo will be releasing **TECMO SUPER BOWL** for the Sony PlayStation™ system.

Because of the unusually high demand for Tecmo Super Bowl III last year, Tecmo would like to assist you in obtaining a copy of **TECMO SUPER BOWL** from your favorite retailer.

In order to avoid the shortage problems which occurred with Tecmo Super Bowl III, Tecmo is making a special priority shipment program available to retailers and distributors, who choose to participate, from **AUGUST 1, 1996 TO SEPTEMBER 1, 1996**.

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Bottom of the 9th

By Air Hendrix

Saturn

Konami strides into the Saturn stadium with an impressively exact port of its PlayStation baseball game (see "Sports Pages," May). Unfortunately, that means that this Bottom of the 9th hits the field with both the flaws (quirky graphics and tricky controls) and high points (excellent gameplay) of the original.

Pulls Up for a Single

Like its PlayStation counterpart, BOT9 stacks its rosters with all the major-league players...from somewhere late in the '95 season. Yup, even Deion Sanders still plays for the Giants, which was fine on the PlayStation because that game came out well before the '96 season. Are current rosters too much to ask?

The game's other features remain solid: two All-Star teams, complete stats, trades, and Exhibition, Training, and Season modes. Although the unusual controls represent pitching and batting with remarkable depth and realism, they're seriously tough to learn.



PROTIP: When batting, watch the catcher's mitt for an early jump on the pitch's placement.

Once mastered, though, BOT9 scores with raucous, realistic action that will reel in baseball fans—especially those who have tired of World Series' flashy slugfest.

Sacrifice Bunt

Graphically, BOT9 grounds out with a confusing, overcrowded screen display and a chunky polygonal look. The players, however, move fluidly, and the stadiums sport a strong 3D feel. No problems with the solid sounds: Decent effects complement the detailed, accurate commentary from the announcer and the ump.

With such a mixed bag of strong and weak features, gamers should definitely rent BOT9 first to see if its quirks suit their tastes. But with hot prospects like 3D Baseball lurking around the corner, BOT9 will likely come up short in this year's pennant race. ■



PROTIP: With one out, get a man to second by doubling or stealing. Use a sacrifice bunt to send him to third, then go for a base hit to drive him in.



PROTIP: On the mound, pitch as far away from where the batter's cursor is waiting so it's harder for them to connect.

Bottom of the 9th by Konami

Graphics	Sound	Control	Fun Factor	Challenge
3.5	4.0	3.5	3.5	ADJ

Price not available
Available September
Baseball
2 players
Replay value: High
ESRB rating: Kids to Adults



College Football USA '97

By Johnny Ballgame

Genesis

College Football USA '97 fills the coliseum with the best amateur athletics money can buy. Unfortunately, though some new features have been added to enhance last year's excellent game, this year's version is mostly a rehash.

Everyone and Their Grandmother

One hundred sixteen official collegiate teams are represented, including Stanford, the Fighting Irish of Notre Dame, and all your favorite Nebraska felons. New features include a create-a-player option, overtime games, and the ability to make your own schedule.

Where EA academically excels is in true-to-life gameplay. Teams are ranked during the season by performance and toughness of opponent in order to give you added incentive to pile up points late in the game. The computer picks an MVP and even keeps track of the all-time records for longest pass, run, punt, and so on. Players dive and hurdle over tacklers,

authentic plays like the Wishbone are in every playbook, and there are complete stats and substitutions for every position.

On the field, the players look exactly like last season's—no new animations or graphics. The large, smooth sprites move effortlessly and quickly across the screen, but some improvement would have been nice. As for sounds, all the same cheers, jeers, and whistles from the original game fill the background, and while they're also nothing new, they're still effective.

Two-Time Heisman Winner

Football fans new to the Genesis should buy College Football when it hits the stores. Owners of last year's game, however, might want to rent it first to make sure the slight changes are worth the price of admission. ■

College Football USA '97 by EA Sports

Graphics	Sound	Control	Fun Factor	Challenge
4.0	4.0	4.5	4.5	ADJ

\$64.95
16 megs
Available now
Football
2 players
116 teams
Replay value: High
ESRB rating: Kids to Adults

College Football Tips



PROTIP: When you see defenders blitzing up the middle, pitch the ball to one of your running backs to exploit the open hole.



PROTIP: When you can't find any receivers open, let your QB run for the first down.



PROTIP: The Wishbone works well to confuse the defense on two-point conversions because there are too many options to defend.

SUDDENLY, THINGS ARE GETTING PERSONAL.

Now, it's your reputation on the line. And time to leave your mark in this perfect translation of the #1 arcade phenomenon. On your side is the innovative custom combo system, now allowing you to link together your own series of brutal attacks. You'll need every possible advantage to take on a total of 18 fighters, the most ever in Street Fighter legend. Remember, hesitation is deadly. Because in the end, it's all about who's the last one left standing.



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NBA Live '97

By Johnny Ballgame

PlayStation

Saturn

GAMEPRO
EXCLUSIVE

Talkin' B-Ball

Recently, *GamePro* spoke with Tarnnie Williams Jr., the associate producer of *NBA Live '97*, to discuss where EA Sports has taken this year's edition of its classic hoops game.

GamePro: What's going to set *Live '97* apart from the other basketball games on the market today?

Tarnnie Williams: Everybody's chasing the same dream of using motion-capture and 3D technology, but in *Live*, gameplay and realism are the key factors. We pay attention to every detail, ensuring the highest quality. It's like we shrunk the NBA down and put it in a box.

GP: Can you tell us about the improvements in *Live's* graphics?

TW: We got Mitch Richmond and Tyus Edney to do motion capture, and we were able to copy all the moves of the NBA players. The game will run at 30 frames per second, using fully rendered on-the-fly players. It looks fabulous—it literally blows us away every day.



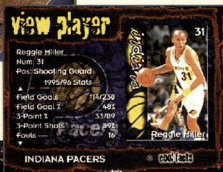
Tarnnie Williams (left), *Live's* associate producer, and Mitch Richmond at work on *Live '97* in EA's motion-capture studio.



Richmond takes it to the hole under the glare of EA's cameras.



NBA Live's back to slam the socks off the competition. New graphics and improved gameplay promise to win back the basketball championship for EA.



Developed and published by
EA Sports
Available November

50% COMPLETE



Stats



Live '97 will provide more data than '96, tracking every stat possi-

ble. This revamped version will offer multiple-game injuries, custom teams, and a create-a-player feature that's so in-depth, you'll see the last name of your player on the back of his jersey. EA's also working to expand players' one-on-one moves with improved dekes and shots, and is even trying to find a way to include illegal defense.



NBA Live '97

Live's reign
on the 16-bit

court has never been questioned, and this unfinished version of NBA Live '97 only strengthens that domination. Along with "of course" additions like updated rosters and a constant onscreen score-

board, hoopsters will find faster, smoother graphics and fresh new animations for dunks, spins, and so on. If that doesn't get your ball dribbling, check this out: EA Sports expanded the roster of modes to include two-on-two and three-on-three halfcourt action, the three-point competition, and the shootout competition. These killer new modes inject Live '97 with a sweet arcade feel and impressive depth, but Live's trademark outstanding gameplay and features remain unchanged. Keep

your eye on this ball—it's warming up to be the monster dunk of the fall.

—Air Hendrix



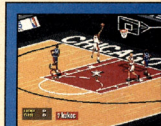
GAMEPRO
EXCLUSIVE



Developed and published by
EA Sports

Available November

70% COMPLETE



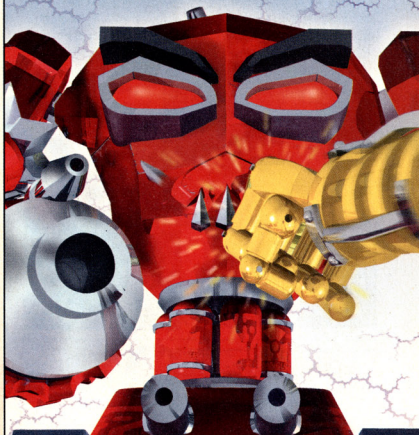
EA Sports is shooting to keep the SNES version (right) evenly matched with the Genesis.

NICE PUNCH.

Unfortunately, he has an iron jaw
(and a rocket launcher).

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World Series Baseball II

Saturn

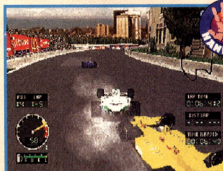
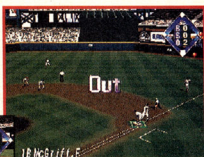
It's time to set your sights on the fences—Sega Sports is clambering out of the Saturn dugout with World Series Baseball II. At this early stage of the game, the main improvement seems to be the inclusion of all 28 big-league stadiums, minor-league players that can be brought up to the pros, and the '98 expansion teams, which you fill by creating your own players. Otherwise, this unfinished preview version differs only slightly from the original. Granted, those stadiums rock with superb arcade-style gameplay, responsive controls, all the major-league players, and other snazzy touches. But where are the trades, drafts, custom players, historical teams, and other hot features that would've

helped this sequel shine? Sega has plenty of time before its Opening Day, so hopefully it'll correct these shortcomings before stellar Saturn rookies like 3D Baseball take the pennant.—*Air Hendrix*



Developed and published
By Sega Sports
Available September

30% COMPLETE



Andretti Racing '97

PlayStation

With EA Sports' customary class and quality, Andrei Racing peels out on the PlayStation with adrenaline-filled Indy and stock car action. This early version sizzled with just the right blend of heated arcade-style gameplay and realistic sim elements. In Exhibition or Career mode, the green flag drops on 16 real-life tracks from around the world. Before each race, you tune your tires, front air dam, rear spoiler, and gear ratio, and the responsive controls perfectly reflect each minor adjustment. But Andrei's definitely not one of those poky, detail-overloaded sims: Winning demands taut driving, smart strategy, and fierce bump-and-grind bullying. Sharp graphics, thumping sounds, and cameos from the Andretti family complete this sweet package.—*Air Hendrix*



Developed by Stormfront Studios
Published by EA Sports
Available September

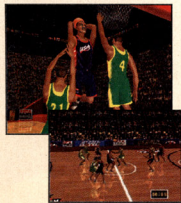
80% COMPLETE



Dream Team Basketball

PlayStation Saturn

The latest in Eidos's Olympics series, Dream Team Basketball pits the gods of the NBA against 31 international teams in Exhibition or Olympic Tournament action. The U.S. team sports such stars as Shaq, Olajuwon, Pippen, and Barkley, all of whom shine with signature moves like no-look passes, gorilla dunks, cross-overs, and finger rolls. On the court, rendered 3D graphics and motion-captured animations are accompanied by a play-by-play commentator. Hoopsters are already scoring with topnotch titles like Shoot Out and Live '96, so if this Dream Team hopes to secure a gold medal, it needs to hit the court with Shaq-like domination....—*Air Hendrix*



Developed by Regal Productions
Published by Eidos Interactive
Available September

60% COMPLETE



Grand Slam '97

PlayStation Saturn

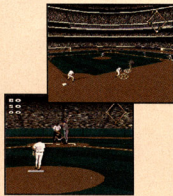
PC CD

Formerly known as The Show, Grand Slam steps up to the plate with all the major-league players and stadiums, trades, and decent motion-captured graphics. But the control set-up is where Grand Slam may stand out: Pitching and batting involve wind-up meters that require you to peg the power, accuracy, and timing "of the pitch or swing. It's an interesting approach, but the field's already packed with top titles, so the true tale will be told in the hands-on gameplay. Stay tuned....—*Air Hendrix*



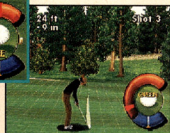
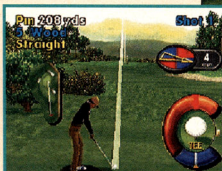
Developed by Burst
Published by Virgin Interactive
Available October

80% COMPLETE



VR Golf

PlayStation



Borrowing heavily from PGA Tour '96, VR Golf tees off on two courses with a complete set of clubs, modes, custom players, and other golfing standards. The tight gameplay and copycat controls will be a breeze for PGA pros, but VR Golf really distinguishes itself graphically. Although the motion-captured

golfers are pretty ordinary, these courses shine with an immersive 3D feel and unending camera angles. Golfers should keep an eye on this intriguing rookie.

—*Air Hendrix*

Developed by Gremlin Interactive
Published by VR Sports
Available October

60% COMPLETE





Madden's gridiron genius is all over this thing. Hammering out strategy. Dishing buckets of pigskin insight.

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ROLE-PLAYER'S REALM

THE MONTHLY GUIDE TO THE WORLD OF ROLE-PLAYING GAMES • OCTOBER '96



PlayStation

By Sir Scary Larry

Every role-playing gamer with a PlayStation has been waiting for a title to come along and lead the field in next-generation RPGs. The wait continues, as Sony releases *Beyond the Beyond*, a lame and predictable RPG.

Be Yawned

Looking suspiciously similar to *Shining Wisdom* on the Saturn and the *Shining Force* series on the Genesis, *Beyond the Beyond* does nothing for those hungry for a meaty RPG. Lacking any 32-bit refinements, *Beyond the Beyond* seems like a waste of time.

In BTB, you play a young knight who must prove he is



PROTIP: The game doesn't start in the manual mode. During the tough battles (caves, dungeons, and so on), you should turn the battle menu to "Manual" so some allies will use magic while others use attacks.

Beyond the Beyond
By Sony Computer Entertainment

Graphics	Sound	Control	Fun Factor	Challenge
2.5	2.5	2.5	2.5	2.5

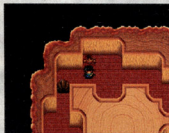
Price not available
Available now
RPG
1 player

Replay value: High
ESRB rating: Kids
to Adults

Beyond The Beyond



PROTIP: When you fight the soldiers to get the key to save Edward, don't use any magic spells: It's a given that Samson will wipe out the competition for you.



PROTIP: If you miss one of the puzzles in the treehouse, walk out of the room and then back in. The puzzle will reset.

worthy of saving the kingdom. He also faces a bigger challenge—proving to his father that he's a man, not a boy.

Without venturing too far into the game, you pick up some needed allies like Annie (a healer), Samson (a strong man), and Edward (the young prince who is taken from his throne and nearly executed). You also get the standard array of weapons (Short Sword, Rods, and so on), armor, and magic spells—none of which has any of the impact or visual imagination of other pop-



PROTIP: After solving the first puzzle, a pastor will come out and congratulate you. Talk to him and save your game; otherwise, you'll have to solve it all over again if you die in battle.



PROTIP: When you get to the cottage in the woods (the one with the well in front), walk east and you'll enter a giant treehouse.

ular RPGs like the *Final Fantasy* series. Super Mario RPG had better-looking spells than this, and that's a 16-bit game!

U R Not Satisfied

The graphics also have some glaring imperfections, like extremely pixelated fight scenes, simply illustrated and boring enemies, and dull backgrounds. Spend a minute in the Treehouse level and you'll know what I mean.

The sounds don't even take advantage of the CD technology. RPG-rock (a new type of



PROTIP: *Beyond the treehouse, the Tumble Rabbits aren't as tame as before, and they inflict massive damage.*



PROTIP: Don't count on Samson saving your *Beyond* behind when he joins your party later in the game. He's cursed, and may or may not fight.

music that sounds like it's from the Olympic ceremonies) dominates this game, but it's tepid and uninspiring.

The controls are even a problem. The main character doesn't always go where you're maneuvering him, and the menus are thoughtless and cumbersome. Also, the turn-based combat system throws monsters at your every footstep.

Beyond Lame

Like most RPGs, even the bad ones get you hooked, and you may find yourself giving a hoot about the events in this game. With all the attendant hype surrounding this product, you'll wonder why Sony made gamers wait so long for such a mediocre title. **D**

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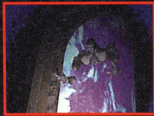
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Suikoden

PlayStation



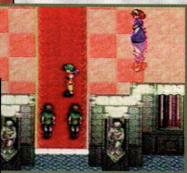
A popular RPG in Japan, Suikoden charges you to put together an army strong enough to overthrow the Red Moon Empire. Of course, the road to success is littered with obstacles, such as disobedient troops, an obsti-

nate father, and assassinations in the ranks. The battles go down one on one, party versus party, or army versus army. The usual supply of spells and weapons helps you out. You must also manage details like hiring weapon designers, ensuring adequate supplies, cutting deals with farmers for food, and so on.

—Air Hendrix

Future Fantasies

A sneak peek at upcoming games for RPG fans!



Developed and published by
Konami
Available Fourth Quarter '96



Snatcher was one of the best games to grace the Sega CD, and now Konami's back with Policenauts, a prequel to Snatcher that takes place in a space colony 37 years earlier, in the year 2010. You play as a cop who disappears during a space walk. Twenty-five years later, you are miraculously rescued and return to Earth to hook up with your old buds and unlock the mys-



tery of the space colony. This graphic adventure unfolds in nine acts as you gather clues, speak with other characters, and battle enemies via an interface much like Snatcher's.

—Air Hendrix

POLICENAUTS

Saturn



Developed and published by
Konami
Available Fourth Quarter '96

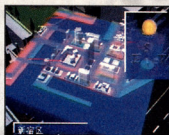
REVELATIONS PERSONA

PlayStation

This sci-fi RPG tells a complex tale involving a scientist's device for travel between dimensions. The gadget endangers the life of a friend by tapping into her dreams, and you must travel between dimensions to save her and deactivate the device. Like Atlus's other RPG, Devil Summoner (see "Role-Player's Realm," May)—which has been delayed until 1997—Revelations features unique



gameplay mechanics, such as conversations with monsters before fights and monsters that you can summon to fight at your side. An intriguing prospect.—Air Hendrix



Developed and published by
Atlus
Available December

30% COMPLETE

With Friends like these, who needs Enemies.

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If you dare.



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SUPER MARIO 64

Got a Nintendo 64? Got Super Mario 64? Got no idea what you're doing? Then have no fear—*GamePro's* got you covered. This is the first of many installments of the hottest platform game to date. In this strategy guide you learn Mario's most essential moves, how and when to use the different camera views, what the stars and coins are for, and you get a complete breakdown of the first two courses.

By Bruised Lee

Mario Basics

The goal of the game is to defeat Bowser (of course) and save the Princess (again). Here are the basic fundamentals you need to know to complete your mission.

Stars



There are 15 main courses (not including hidden levels), with 6 main stars in each one. The more stars you collect, the more locations you can enter. There are 120 stars total, but you need only 70 to finish the game. You can find the other 50 at your own risk.

The Coin Star

Each course has a Coin Star you can collect if you find 100 coins in the course. The best way to achieve this is to go back to a course once you've collected the six stars. Before you start the course, though, move the control stick to the right and set it on the sixth star. This star usually has the entire course open so you can locate more coins. The game has three types of coins (see "The Coins" sidebar).



Mastering the Different Camera Angles

Before you start running around like a mad plumber, you need to get accustomed to the different camera views. In most courses you must constantly change the camera angles on the fly to help you complete the level and find hidden items. Here's how the different camera angles work. You change angles by tapping the yellow arrow buttons on the controller.

Camera Angles



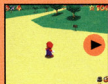
Tap the yellow Up arrow to stop Mario from moving, then use the control stick to look around. To play in this view, tap the Right trigger button.



Tap the yellow Left arrow to swing the camera to the right.



This is the camera angle you start with.



Tap the yellow Right arrow to swing the camera to the left.

Tap the yellow Down arrow to get this angle. This is one of the best views because it gives a panorama of what's around you.



The Coins

Yellow Coin



Worth one coin and easily found in the course.

Red Coin



Worth two coins. There are eight red coins in each level (usually hidden). Collect all eight, and you get a star.

Blue Coin



Worth five coins. Reveal these coins by activating a switch or destroying certain enemies.

The Switches

The red, green, and blue boxes are activated by similarly colored switches. The switches are located in hidden levels. The first switch you need to activate is the red switch. When activated, all the colored boxes become solid so you can hit them. The red boxes give you the ability to fly; the green ones turn you metallic (so you can walk underwater); and the blue ones turn you invincible (allowing you to walk through certain walls). We'll uncover their locations in a future installment.

Using the Views

Here are some examples of when you should use the different camera views.



Playing the game in 3D is difficult when judging jumps and grabbing objects.



By changing the camera view, you can make the game 2D. This makes it easier to time your jumps and to see objects.

The Looking Feature

The looking feature is an essential part of the game. When you enter a level, you see only a small section of the area. Use the look feature to glance up, down, and all around to find out what's really there. Instances where the look feature is vital:



Always use the look feature when standing by the edge of a platform...



...so you can see whether there's a platform below you.

Mario's Got the Moves!

Mario can perform over 30 moves. Here are some key moves that can help you advance to some hard-to-reach locations.

Backflip



Press and hold Button Z, then tap Button A. The backflip is a good way to reach a higher location if you're on a small ledge.

Long Jump



While running, hold Button Z and quickly tap Button A. This allows you to jump great distances and gives you a burst of speed.

Turnaround Backflip



While running, tap the control stick in the opposite direction and tap Button A. Use this move to reach high ledges behind you.

Wall Kickoff



Jump at a wall while running toward it. Just before you hit the wall, tap Button A again to spring off. This effective move can get you to those really high, out-of-reach locations.

Triple Jump



Tap Button A three times to execute the triple jump. With each jump, Mario soars higher. When you have the flying hat, do a triple jump to initiate flight.

The Courses

Players can become easily lost when jumping from course to course, grabbing random stars. The easiest way to avoid confusion is to stay in one course until you collect all seven stars, then move on to the next one. Each course has a warp that takes you to a different location in the level. The warps are best used as shortcuts. The following pages show the location of each warp and all the stars.



Star One

Course One

The dirt path is designed to keep you from getting lost and it leads to the first two stars. However, exploring is the key to find everything in the courses.



When you enter the castle, run up the small set of stairs to the left. Inside the room, jump through the picture to start the course.

Course One Warp



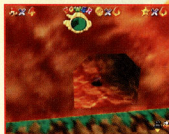
Go inside the first hole you come across when running up the hill. The warp is a shortcut to the top of the hill.



At the start of the level, follow the path up and to the left of the fence. Run through the hole in the gate, then head to the right.



Jump past the rolling balls to get back onto the path that leads up the hill. Use the warp to reach the top of the hill faster.



Star Two



At the start of the level, you find a turtle that wants to race you to the top of the hill. When racing the turtle, follow the path again.



Use the warp to reach the top faster. Your reward for winning is the second star.

Sub-Boss



When going against the boss, run behind him and pick him up by using Button B.



Press B again to throw him, but don't toss him off the hill—it doesn't register as a hit. It takes three hits to destroy the boss. When he's defeated, you're rewarded with the first star.



Star Three



Talk to the red bomb guys to open up the cannons in the level. Take the path over the first bridge, then jump over the fence and head toward the small gray hill. There is a cannon on top.

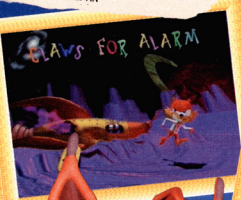


Go inside the cannon and point the crosshair up at the floating section of land. Be sure the crosshair is exactly at the point shown here, then fire. On the land section, jump up and hit the yellow box. The third star is inside.

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Star Four

Here are the locations of the eight coins in the level (two coins are located in the same area). Collecting them all earns you the fourth star.



Star Five

Note: To obtain the fifth star, activate the red switch so Mario can fly.



Shoot yourself out of the cannon to reach the floating platform (the same way you found the third star). Then hit the red block and fly toward the ring of coins that appears in the air.



Collect all five coins in the center of the ring. This gives you the fifth star.

Red Switch

You first need ten stars to get to the red switch. You may want to grab the sixth star and 100 coins (to get the Coin Star). Then start Course Two to reach ten stars.



After getting ten stars, stand in the center of the light reflecting in the main castle room. Face the stairs and use the looking feature to look up into the light.



You're transported to a hidden level where Mario can fly. Follow the trail of coins and grab all eight red coins for a star. Then fly toward the platform in the center of the level.



Jump on the red switch to activate it, and grab the star. Now go back to Course One for the fifth star.

Star Six



Directly off the dirt path is a huge black Chomp chained to a wooden post. Jump on top of the post and perform Mario's sit attack to smash the post into the ground.



Once the post is smashed completely into the ground, the Chomp breaks through the bars.



On the other side of the bars is the sixth star. Now go back and collect 100 coins for the Coin Star. Off to Course Two!



"STELLAR"

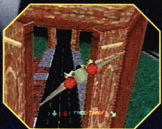
- Next Generation



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Course Two

There are no set boundaries in the remaining courses. Watch your jumps, because it's possible to fall into oblivion. While there's no path to guide you here, there are some arrows to point you in the right direction.

Course Two Warp



When you enter the castle, go through the door labeled "1" on the right. Once inside, jump through the picture.



The level warp is in the corner (on the second level) just past the huge blue boulder and the green box. The warp takes you to almost the top of the level.



Star One



At the start of the level, double-jump to the second level. Run up the incline and go to the right past the two sleeping plants.



Ride the rotating platform to get to the other section of the level. Keep following the arrows that lead you past the two stone men. Jump on the rising platform and go to the top of the level.



Sub-Boss



Here you face off against the second sub-boss.



When the boss is about to fall on you, run to the right or left, then quickly jump up, and perform Mario's sit attack. It takes three hits to destroy this boss. Once he's defeated, you get the first star.

Star Two



Return to the top of the course again. This time there's a tall tower in place of the boss. If you run behind the tower and punch it, you'll find a one-up inside.



The goal is to jump up the platform of stairs until you reach the top. At the top of the tower is the second star.



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Super Mario 64

Star Three



Double-jump again up to the second level, but run straight past the water.



Talk to the red bomb to open up the cannon, then jump in the cannon.



Aim the crosshair exactly at the point shown here and fire. You should hit the back pillar.



Slide down the pole and get the third star.

Star Four

Here are the locations of the eight coins in the level. Collect them all and you get the fourth star. To get the last coin suspended in air, you need to use the owl. To get the owl, climb the very first tree at the start of the course, then jump and hold onto the owl for a free ride.



Star Five



Climb the first tree in the level, and shake out the owl.



Jump up and grab the owl for a ride to the top of the course.



Move the owl directly over the cage suspended in air. Let go of the owl and grab the star inside the cage.



Star Six



Head back to the cannon and jump inside for a painful ride.



Aim the crosshair at the second corner ledge to the right (it's on the same side as the sleeping plant).



Shooting Mario at the corner breaks off a piece of the ledge, revealing the sixth star. Now go back and collect 100 coins for the Coin Star.



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THE FIGHTER'S EDGE

Tournament-Winning Combos and Strategies



By **Bruised Lee**
(Special thanks to Ben and Dan)

In the third and final installment of Tekken 2, we show you how to perform the best combos, special moves, linking moves, and throws for the last of the boss characters.

Basic Arts

Learn these essential basic skills before you enter the tournament. The following moves are universal for each fighter.

How to Run

You can make each fighter run by tapping →, →. If your opponent is far away and you run toward them, you'll perform a head-butt. Running when you're close to an opponent tackles them.

Tackle Attacks

From a running tackle, score extra hits by tapping LP, RP, LP, RP.

Note: To perform Yoshimitsu's Tackle Attack, tap RP.

Moves While Running

Each fighter can perform these special moves while running toward an opponent.

Run Over Your Enemy

You can damage an opponent on the ground by running toward them.

Get Up and Fight

When your fighter is knocked down during a match, there are several ways to recover offensively and defensively.

Roll to the Side

Rolling to the side is a new recovery move. While on the ground, tap LP.

Low-Kick Recovery

While on the ground, tap LK.

High-Kick Recovery

While on the ground, tap RK.

Roll Forward

While on the ground, tap →.

Roll Backwards

While on the ground, tap ←. Players can chain together recovery moves. For example, while on the ground, tap LP to roll to the side, then tap → to roll forward, or tap ← to roll backwards.

Lunge-Forward Recovery

Tap ← and as soon as your character starts to move, tap (← LK RK). Use this tactic when an opponent is running in or just starting a move.

Lunge Backwards-and-Forward Recovery

Tap ← and as soon as your character starts to move, tap (→ LP RP). Use this tactic when an opponent is running in or just starting a move.

Super Moves

Super moves take a few seconds to execute and leave you open to attack. If a super move connects, however, it inflicts massive damage. These moves are shown on the following pages.

Note: Not all the fighters have super moves.

Counter Throws

Counter a throw with a throw. If timed correctly, the two throws will cancel each other. Then you can perform another throw, special move, or combo.

Counter Moves

New to the Tekken series is the ability to counter incoming moves. These moves are shown on the following pages.

Note: Not all fighters have counter moves.

How to Play as the Bosses and Hidden Fighters

The game difficulty or number of rounds you fight doesn't affect how you reach the bosses and hidden fighters. You don't even have to win each fight with a perfect victory. The quickest way to get to the bosses is to set the difficulty to "Easy," the game time to 20 seconds, and the number of rounds to one.

To play as any of the sub-bosses: finish the game with each of the ten main fighters and without switching characters during play. Each time you beat the game with a different character, you get a new sub-boss.

To play as the hidden character Kazuya: you must beat the game

with a sub-boss and without switching characters during play.

To play as Devil and Angel: you must finish the game with Kazuya and without switching characters.

To play as Alex or Roger: you must first have all the sub-bosses, Kazuya, Devil, and Angel loaded on your memory card. Then start a normal game and during the third match on the final round, you must make a comeback victory with less than five percent of your health. Accomplish this, and Alex or Roger will step in and challenge you to a fight. After the fight, return to the character lineup. Alex and Roger are now selectable fighters!

Controller Legend



LK = Left Kick
LP = Left Punch
RK = Right Kick
RP = Right Punch

Motion = Move the joystick in one smooth, continuous motion.

Charge = Hold the direction or button indicated for the time indicated.

() = Execute commands in parentheses simultaneously.

Note: All techniques are described under the assumption that your character is facing to the right. If they're facing left, reverse any Toward and Away commands.

Move List Color Key: The color key indicates the type of move.

Throws = Red

Linkers = Rust

Counter Moves = Purple

Special Moves = Green

Super Moves = Blue

Anna

Hip Toss	When in close, tap (RP RK)
Arm Flip	When in close, tap (LP LK)
Elbow Smash	When in close, tap ↘, hold (↘ LP RP)
Shoulder Toss	When in close, hold →, tap (LP LK)
Behind Grab	When behind opponent, tap (LP LK) or (RP RK)
Face Smack to Arm Breaker	Motion ↓ ↘ → (LP RP), quickly tap LK, RK, LP, (LP RP)
Face Smack to Double Arm Breaker	Motion ↓ ↘ → (LP RP), quickly tap LP, LK, RP, LP, LK, LP, RK, (LP RP), (LP RP)
Face Smack to Ground Arm Breaker	Motion ↓ ↘ → (LP RP), quickly tap LP, LK, RP, LP, RP, LP, LK, RK, (LP RP)
Face Smash to Arm Breaker to Arm Takedown	Motion ↓ ↘ → (LP RP), quickly tap (LP LK), RK, (LP RP), tap (LP RP), RK, LK, (LP RP), (LP RP), (LP RP)
Face Smack to Arm Breaker to Overhead Throw	Motion ↓ ↘ → (LP RP), quickly tap LP, LK, RP, LP, tap RP, LK, (LP RP), (LK RK), (LP RP)
Counter	Tap (← RP LK) or (← LP RK)
Slap Punch	Hold ←, tap LP
Arm Trip	Hold ↓, tap (↘ RP)
Mantis Strike	Hold ↓, motion ↘ → RP
Stab Punch	Hold ↓, motion ↘ → LP
Wrist Thrust	Tap →, (→ LP RP)
Flip Kick	Tap →, (→ RK)
Low Flip Kick	Charge ↓ for one second, tap (↑ RK)
<i>Note: Tap ↗ to flip toward your opponent; tap ↖ to flip away.</i>	
High Flip Kick	Charge ↓ for one second, hold (↑ RK)
<i>Note: Hold ↗ to flip toward your opponent; hold ↖ to flip away.</i>	
Dive Attack	While running, tap (LP RP)
Dive Kick	While running, tap RK
Hard Pounce	Tap (↑ RP) or (↗ RP)

Super Chop	Tap (↖ LP RP)
Super Crunch	Tap (↓ LP RP)
Devil and Angel	
Double Kick Hold	When in close, tap (LP LK)
Hip Toss	When in close, tap (RP RK)
Head-Butt	When in close, tap →, (→ LP RP)
Behind Grab	When behind enemy, tap (LP LK) or (RP RK)
Stun Punch	While rising, tap RP
Sweep Kick	Motion → ↓ ↘ RK, tap RK
Lunging Uppercut	Tap →, ↓, hold ↘, tap RP
Charging Uppercut	Tap →, ↓, hold ↘, tap LP
Hurricane Sweep Kicks	Tap (↗ RK), RK, RK
Front Flip	Tap RK, LK
Axe Kick	Tap →, (→ LK)
Snap Kick	Tap (→ RK)
Spinning Backhand	Tap (→ RP)
Jumping Spin Kick	Tap (↑ RK) or (↗ RK)
Dive Kick	While running, tap RK
Hard Pounce	Tap (↑ RP) or (↗ RP)
Super Ground Laser	Tap (LP RP)
Super Air Laser	Tap (LK RK)
Bruce	
Knee Bash	When in close, tap (LP LK)
Head Lock to Knee Bash	When in close, tap (RP RK)
Behind Grab	When behind opponent, tap (LP LK) or (RP RK)
Headlock to Knee Bash Throw	Tap →, motion ↓ ↘ (LP RP RK), quickly tap (LP RP), (LP RP), (LP RP)
Headlock to Multi-Knee Bashes to Super Knee Thrust	Tap →, motion ↓ ↘ (LP RP RK), quickly tap LK, (LP RP LK), tap LP, LK, (LP RP RK), RP, RK, LP, (LP RP LK)

Flying Elbow	Tap (LP RP)
Spinning Back Elbow	Tap (→ LP RP)
Back Flip	Tap ←, ←, (LK RK), LK
Back Flip to Charging Kick	Tap ←, ←, (LK RK), LK
Charging Snap Kick	Tap →, (→ RK)
Charging Wheel Kick	Tap →, (→ LK)
Sweep Kick	Tap (↘ LK)
Sweep Kick to Uppercut	Tap (↘ LK), LP
Dive Kick	While running, tap RK
Hard Pounce	Tap (↑ RP) or (↗ RP)
Super Back Elbow	Tap (← RP LK)

Kuma

Back Breaker	When in close, tap (RP RK)
Lunch Time	Hold →, tap (RP RK)
Tackle Attack	When in close, tap (LP LK)
Overhead Swipe	Tap (← LP RP)
Hand Trip	Tap ←, (→ RP LK)
Forward Roll	Tap (← LP RP), motion 360 degrees starting from →
The Clap	Tap → (→ LP RP)
Overhead Pounce	Tap (LP RP)
Upward Bash	While rising, tap (LP RP)
Sit Attack	Tap (↗ LK RK)
Sit Attack to Hand Slap	Tap (↓ LK RK), LP, RP, LP RP
Windmill Attack	Hold ↓, tap (↘ LP), RP, LP
Dive Attack	While running, tap (LP RP)
Ground Dive	While running, tap (LK RK)
Hard Pounce	Tap (↑ RP) or (↗ RP)

Move List Color Key: The color key below indicates the type of move.

Throws = Red

Linkers = Rust

Counter Moves = Purple

Special Moves = Green

Super Moves = Blue

Ganryu

Hip Press When in close, tap (LP LK)

Hip Press When in close, tap (RP RK)

Overhead Throw When in close, tap (→ RP RK)

Ground Press Tap →, (→ RP LK)

Behind Grab When behind opponent, tap (LP LK) or (RP RK)

Palm Trip Tap (↘ RP LK)

Sumo Clap Tap →, (→ RP LP)

Charging Uppercut Motion ← ↖ ↓ ↘ LP

Sumo Overhead Tap (LP RP)

Sumo Dance Tap (↓ RP), RP, RP

Sumo Palm Punch Motion ← ↖ ↓ ↘ RP

Sit Press Tap (↗ LK RK)

Sit Attack Tap (↓ LK RK)

Rising Face Bash While rising, tap (LP RP)

Double-Hand Uppercut Hold ↓, tap (LP RP)

Sumo Stomp Tap (↓ RK)

Rising Face Bash While rising, tap (LP RP)

Dive Attack While running, tap (LP RP)

Hard Pounce Tap (↑ RP) or (↗ RP)

Super Charge Tap (← LP RP)

Roger and Alex

Head-Butt When in close, tap (LP LK)

Power Bomb When in close, tap (RP RK)

Power Slam When in close, motion ↓ ↘ LP

DDT Tap ↖, ↗, (LP RP)

Frankensteiner Tap (↘ LK RK)

Mind Sweeper Motion → ↖ ↗ ↓ ↘ → LP

Tombstone Pile Driver Tap ↖, (→ LP RP)

Behind Grab When behind enemy, tap (LP LK) or (RP RK)

Uppercut Motion → ↓ ↘ LP

Lunging Drop Kick Tap (LK RK)

Charging Uppercut Tap →, (→ RP)

Stun Punch Tap →, →, RP

Overhead Slam Tap (→ LP RP)

All Kicks Tap (↓ LK RK), RK, RK

Elbow Drop Tap (↘ LP)

Elbow Strike Tap (↘ RP)

Tail Takedown Tap (↖ LK)

Kick Fury Tap (← LK RK), LK, RK, LK, RK

Shoulder Drop Tap (↗ RP RK)

Forward Dive Attack Tap →, (→ LP RP)

Dive Attack While running, tap (LP RP)

Hard Pounce Tap (↑ RP) or (↗ RP)

Knee Hard Pounce Tap (↗ LK RK)

Super Windup Punch Tap (← LP)



Killer combos

Four-Hit Uppercut Juggle-Punch Combo



Tap (↘ RP)



Tap (→ LP)



Tap (→ LP)



Tap (↗ LK RK)

Six-Hit Juggle-Punch Combo



Tap (→ LP)



Tap LP



Tap LP



Tap (→ LP)



Tap LP



Tap LP

ten-hit combo

Note: You can start this ten-hit combo by tapping ↘.



Tap (↓ RP)



Tap LP



Tap LP



Tap LP



Tap RP



Tap LP



Tap RP



Tap LP

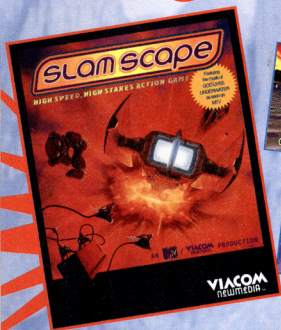


Tap (LP RP)



Tap (LP RP)

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ANNA

Bone-Crushing Linkers

Similar to Nina, Anna has the same linking moves, except for those that start with a Leg Grab. The moves are all performed the same way (see "The Fighter's Edge," August). Additionally, Anna has two original linkers of her own; to pull them off, you must tap the buttons as fast as possible. You should be finished tapping all the buttons when Anna is about halfway through the linking combo.

Face Smack to Arm Breaker to Overhead Throw



Motion ↓ ↘ → (LP RP)



Quickly tap LP, LK, RK, RP, LP



Tap RP, LK, (LP RP), (LK RK), (LP RP)



Motion ↓ ↘ → (LP RP)

Quickly tap (LP LK), RK, (LP RP)



Tap (LP RP), RK, LK, (LP RP), (LP RP), (LP RP)

killer
combos

Six-Hit Flip-Kick Juggle Combo



Hold ↓, tap (↗ RK)



Tap LP



Tap (↗ RK)



Tap (↓ RK)



Tap LP



Run in, tap (↓ LK)

Four-Hit Stun-Punch Combo



Hold ↓, motion ↘ → LP



Tap (↓ LK)



Tap RK



Tap →, (→ RK)

Five-Hit Uppercut-Juggle Combo



Tap (↘ RP)



Tap LP



Tap LP



Tap RP



Tap LK

Three-Hit Double Flip-Kick Combo



Hold ↓, tap (↗ RK)



Hold ↓, tap LP



Tap (↗ RK)

Six-Hit Super Uppercut-Juggle Combo



Tap (↘ RP)



Tap LP



Tap (↗ RK)



Tap (↓ RK)



Tap LP



Tap →, (→ RK)

ten-hit combo

Note: You can start this ten-hit combo by tapping ↘.



Tap LP



Tap RP



Tap LP



Tap RP



Tap LK



Tap LK



Tap RP



Tap LP



Tap RP



Tap RK

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DEVIL

Note: Angel has the same moves and combos as Devil.



killer combos

Five-Hit Uppercut-Juggle Combo



Motion → ↓ ↘



Tap LP



Tap LP



Tap LP



Tap RP

Five-Hit Laser-Juggle Combo



Tap (LP RP)



Run in, tap LP



Tap LP



Tap RP



Tap RP

Five-Hit Flip-Kick Combo



Tap (↘ RP)



Walk in, tap RP



Tap LP



Tap RP



Tap RK, LK

Four-Hit Super Uppercut Combo



Motion → ↓ ↘



Tap (↓ LP)



Tap RK



Tap RK, LK

Four-Hit Uppercut to Kick Combo



Tap (↘ RP)



Tap LP



Motion → ↓ ↘



Tap RK

ten-hit combo



Tap →, (→ RP)



Tap LP



Tap RP



Tap RP



Tap LK



Tap RK



Tap RK



Tap LP



Tap RP



Tap LP

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BRUCE

Bone-Crushing Linkers

Bruce has two linking combos out of his Head Lock to Knee Bash Grab move; timing for both consists of tapping the buttons as fast as possible.

Headlock to Multi-Knee Bashes to Super Knee Thrust

This linking combo allows you to deliver several Knee Bashes to an opponent. Try to finish tapping the buttons as Bruce performs the second Knee Bash.



Tap →, motion ↓ ↘
(LP RP RK)



Quickly tap LK, (LP RP LK)



Tap →, motion ↓ ↘
(LP RP RK)



Quickly tap (LP RP),
(LP RP), (LP RP)

Five-Hit Sweep-Kick Uppercut Combo



Tap (↘ LP)



Tap RP



Walk in, tap LP



Tap (↘ LK)



Tap LP

Five-Hit Uppercut-Juggle Combo



Tap (↘ RP)



Tap LP



Tap LP



Tap RP



Tap RK

Six-Hit Super Juggle-Kick Combo



Tap (↘ LP)



Tap RP



Tap LP



Tap LP



Tap RK



Tap LK

killer
combos

GANRYU

**killer
combos**



Three-Hit Super Uppercut Combo



Motion ← ↙ ↓
↘ LP



Motion ← ↙ ↓
↘ RP



Tap (↗ LK RK)

Two-Hit Sumo-Stomp Combo



Motion ← ↙ ↓
↘ LP



Tap (↓ RK)

Four-Hit Sumo-Juggle Combo



Tap (↘ RP)



Tap RP



Tap (LP RP)



Tap (LP RP)

Six-Hit Uppercut-Juggle Combo



Tap (↘ RP)



Tap RP



Tap RP



Tap LP



Tap RP



Tap (↗ LK RK)

ROGER



Note: Alex has the same moves and combos as Roger.

**killer
combos**

Five-Hit Kick-Juggle Combo



Tap (↗ RK)



Tap LP



Tap →, (→ LP)



Tap RP



Tap (↘ LK RK)

Four-Hit Uppercut-Juggle Combo



Hold ↓, tap
(↘ RP)



Tap LP



Tap (↗ RK)



Tap (↓ LK RK)

Five-Hit Super Kick-Juggle Combo



Tap (↗ RK)



Tap LP



Tap RP



Tap →, (→ RP)



Tap (↓ LK RK)

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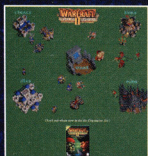
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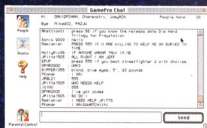
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PlayStation

Battle Arena Toshinden 2

Play as Uranus, Master, Sho, and Vermilion



Play as Uranus and Master: At the title screen, as the words move in from the left and right, quickly **press R1, L2, ×, L1, R2, ○** on Controller One. You'll hear a sound if you did the trick correctly, and the cursor will turn blue. Go to the fighter-select screen and put the cursor over the "P" box at the top. **Press and hold Select**, and you can cycle through the fighters. The bosses Uranus and Master are now added to the lineup of playable characters.



Play as Sho and Vermilion: First, enter the code to play as Uranus and Master. At the title screen, as the words move in from the left and right, quickly **press ○, R2, L1, ×, L2, R1** on Controller Two. You'll hear a sound if you did the trick correctly, and the cursor will turn red. Go to the fighter-select screen and put the cursor over the "P" box at the top. **Press and hold Select**, and you can cycle through the fighters. The hidden bosses Sho and Vermilion are now added to the lineup of playable characters.

Aaron Lush
Internet

Saturn

Battle Arena Toshinden Remix

Play as Gaia, Sho, and Cupido



At the title screen, while the words "Press Start Button" are flashing, **press Up, Down, X, B, A, Y, C, Z, Start**. Now, on the far right of the fighter-select screen, the two bosses Gaia and Sho are selectable. To select Cupido, put the cursor over Sho, **press and hold Up**, and **press X**. Cupido should appear and is playable. *Note: You can play as the bosses in every mode except Story mode.*

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Press 4 Marvel Super Heroes (Arcade) **NEW!**
Press 5 Killer Instinct 2 (Arcade) **NEW!**

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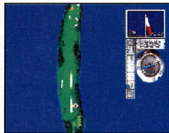
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Playstation

Tecmo World Golf

Metallic Character, Move Cup Position on the Green, Move Ball During Game, and Change the Wind Direction



Metallic character: Select the Customize Player mode and enter the name **R.Masel** (there is no space between the first initial and the last name). Then pick Bob Taylor for your golfer. Start a game, and during the Now Loading screen, **press Left, Up, Right, Down, R1**. When the game starts, you'll have a shiny, metallic golfer.

Move cup position on the green: During a game, go into the Options and highlight Function. Select Time, and change the clock to 15:14:38. Then **simultaneously press Δ and \bigcirc** . Now you can move the cup anywhere on the green.

Move ball during the game: During a game, go into the Options, and highlight Function. Select Time, and change the clock to 06:19:56. Then **simultaneously press Δ and \times** . Now you can move the ball anywhere.

Change the wind direction: During a game, go into the Options, and highlight Function. Select Time, and change the clock to 12:34:56. Then **simultaneously press \square and Δ** . Now you can change the wind direction.

**Brian Hoisko
Torrance, CA**

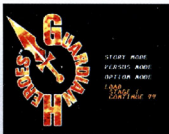


**Scott Loucks
Borger, TX**

Saturn

Guardian Heroes

98 Continues in Normal and Hard Modes



At the title screen, select Options, then choose the DIP Switch option. Set the difficulty to Easy and then start a game. Reset the game by **simultaneously pressing A, B, C, and Start**. When you return to the title screen, you'll see the words "Stage 1 Continue 99" under the word "Load." Go back into the DIP switch settings and set the difficulty to Normal or Hard. Return to the title screen and select Load. When you start the game, you have 99 continues on the higher skill settings.

Saturn (Game Shark)

Frank Thomas "Big Hurt" Baseball

First, enter the master code: **F6000914 C305**
B6002800 0000

160adba80500 Player One always wins
160adba80055 Player Two always wins

Iron Storm

First, enter the master code: **F600914 C305**
B6002800 0000
1603BCB2 FFFF Infinite cash

Road Rash

First, enter the master code: **F6000914 C305**
B6002800 0000
1607407effff Infinite cash
160740740709 Have stiletto bike

Wing Arms

First, enter the master code: **F600914 C305**
B6002800 0000
16065936 0035 Infinite armor
16065932 0064 Infinite missiles

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Includes the Official Player's guides for Mortal Kombat and Mortal Kombat II.

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Saturn

X-Men: Children of the Atom

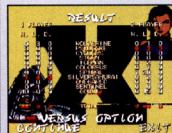
Play as Akuma and Choose Shortcut Mode



Play as Akuma

For Player One: Put the cursor on Spiral for three seconds. Then move the cursor over the following fighters in this order without stopping: Silver Samurai, Psylocke, Colossus, Iceman, Colossus, Cyclops, Wolverine, Omega Red, and Silver Samurai again. Let the cursor rest for three seconds on Silver Samurai, then **simultaneously press A, C, and Z**. Akuma drops down.

For Player Two: Put the cursor on Storm for three seconds. Then move the cursor over the following fighters in this order without stopping: Cyclops, Colossus, Iceman, Sentinel, Omega Red, Wolverine, Psylocke, Silver Samurai, and Spiral. Let the cursor rest for three seconds on Spiral, then **simultaneously press A, C, and Z**. Akuma drops down.



Shortcut Mode

To take a shortcut between matches that almost completely eliminates the load times, get to the Result screen after a match. At the screen, highlight Continue, and **press and hold the top L and R buttons**. While holding the buttons, press Start. This takes you to a Shortcut screen where you can switch fighters, change the handicap, and select the stage.

PlayStation

Skeleton Warriors

Super Sword, Infinite Heartstones, and Level Select



Pause the game and enter any of the following:

Super sword: **Press** ○, Left, Down, △, Right, ○, Up, △.

Infinite heartstones: **Press** Left, Up, ×, □, Up, Down, □.

Level select: **Press** △, ○, ○, Left, ○, Up, Down. When you run out of lives, select Options at the title screen. You'll see a level-select option at the top of the menu.

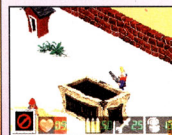


Byran Zaugg
Syracuse, UT

3DO

Captain Quazar

Replenish Health and Ammo



When you are very low on health, pause the game and **press L, R, L, R, L, B**. Unpause the game and your health and ammo will be maxed out.

3DO

Killing Time

Map-Coordinate Code, 100 Percent Health, 75 Percent Health, and Code Combinations



First, enter this master cheat code (the code won't work on a previously saved game): Select New Game at the title screen and enter the name **EVORGRAH** (Professor Hargrove's name spelled backwards). Select a difficulty level, highlight OK, and **press A**. Now you can enter any of the cheats below.

Map-coordinate code: Enter a starting location code followed by the letter "Q" and **press A**. The game will start with text in the lower left corner of the screen that describes the location of your character (for example, "...ATQ"). The coordinates are displayed as "USER: 000, 000, 000, 000, 000."

The first number: The player's X (left to right) coordinate on the map.

The third number: The player's Y (up to down) coordinate on the map.

The fourth number: The horizontal direction the player is facing from 0 to 255, with 0 being east.

The fifth number: The vertical direction (up and down) the player is facing.

100 percent health code: Enter a starting location code followed by the letters "V" or "X" (for example: "...ATX") and **press A**. The game will start with your character's health at 100 percent.

75 percent health: Enter a location code followed by the letter "W" (for example: "...ATW") and **press A**. The game will start with your character's health at 75 percent.

Code combinations: You can combine any of the codes for a variety of options. For example, "...ATI123ABCF" starts the game in Attic Memories: Short But Sweet with invincibility, three keys, three winged vessels, and the flamethrower. You can add up to 13 additional code letters or numbers after the location code.

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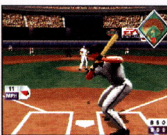
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PlayStation

Triple Play '97

Super Pitcher and Batter



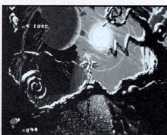
Super pitcher: Select Custom Player, and enter the name **Jon Spencer**. When you start a game and substitute this player, you'll have a super pitcher who throws 159 mph pitches.

Super batter: Select Custom Player, and enter the name **Erik Kiss**. When you start a game and substitute this player, you'll have a super batter.

Saturn

Earthworm Jim 2

Nine Lives, 100 Percent Energy, Plasma Gun, and Three-Finger Gun



Start a game and pause it. Then press any of the following:

Nine lives: Press **Y, A, Right, Down, Down, A, Left, Right**.

100 percent energy: Press **Left, A, Z, Y, Down, A, Y, Down**.

Plasma gun: Press **C, A, Right, Right, Up, Down, Up, Left**.

Three-finger gun: Press **Down, A, Up, B, Right, Right, C, Right**.

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swat.gamepro@iftw.com

Saturn

Black Fire

Watch All Video Sequences



At the title screen when the words "Press Start Button" are flashing, press **Z, A, Z, A, B, A, B, Y, C, A, C, A**. The game will show all the video sequences. Press Start to skip any video sequence.

PlayStation (Game Shark)

Darkstalkers

800cd1a00090

Player One has infinite health

800cd5140090

Player Two has infinite health

NBA Shoot Out

80096ed40000

Away team scores 0

800b4e680000

Home team scores 0

80096ed00000

8004e6400000

Resident Evil

800c51ac0060

Infinite health

800c8784ff0a

Rocket launcher in first position

800c8784ff06

Flamethrower in first position

Shell Shock

80087c1e0300

Infinite armor

800855ba0004

Reloader

800855b40004

Air support

Top Gun

801cfec00064

Infinite AGM missiles

801cfec00064

Infinite MIRV missiles

801cfecb0064

Infinite surefires

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Super NES

MASTER IT

AND GET A FREE



Take a bite out of your games with InterAct's Game Shark! Summer may be coming to an end, but that doesn't mean your games should. The Game Shark for the PlayStation or the Saturn is your ultimate weapon against those back-to-school blues! You can fight longer, kill more, score higher and go farther in every game! Forget those thumb-twisting combo-moves and complex finger exercises. The Shark gives you more power in every game, every day! You'll torch your enemies with the flamethrower in **RESIDENT EVIL**, grab your BFG in **DOOM**, laugh at death in **KRAZY IVAN**, and go for nothin' but net in **NBA SHOOTOUT**.

The Game Shark gives you codes for all the games in this ad and more! **More codes + more games = more fun!** With the Game Shark, you won't just own games anymore. You won't just play games anymore. You'll master the games — every game — you can get your hands on.



And check out InterAct Accessories' full line of high-performance controllers for the PlayStation and Saturn. InterAct gamepads and joysticks give you the quickest response, fastest fire, and deadliest precision of any controller on the market. With the Game Shark and an InterAct controller, you'll have ultimate power at your fingertips!

**COMING THIS FALL FOR NINTENDO 64 — SHARKPAD PRO Controller!
HAMMERHEAD Programmable Pad! FLIGHT FORCE PRO 64 Flight Control System!**

THE GAME!

GAME SHARK T-SHIRT!



InterAct Accessories wants to send you back-to-school in style with a limited edition GAME SHARK T-SHIRT - **FREE!** You can show the world that you have mastered the game!

To get your exclusive, **FREE, GAME SHARK T-SHIRT**, simply purchase a Game Shark for either the PlayStation or Sega Saturn, fill out the coupon below and send it to us with your original sales receipt. You'll be sporting a Shark shirt in no time!

**Offer
Extended
Through
October!**

SEND ME BACK TO SCHOOL IN SHARK STYLE!

I've purchased a Game Shark for the PlayStation or Sega Saturn.

Send my **FREE** shirt here!:

NAME

ADDRESS

CITY STATE ZIP

PHONE E-MAIL

MAGAZINE I CLIPPED THIS COUPON OUT OF:

☐ GamePro ☐ EGM ☐ Next Generation ☐ Game Players

SYSTEM(S) I OWN:

☐ PlayStation ☐ Sega Saturn ☐ PC ☐ Nintendo 64 ☐ Sega Genesis ☐ SNES

Rules for Redemption: Send your original store sales receipt reflecting purchase of a Game Shark dated between August 1 and September 30, 1996, along with this coupon to: InterAct Accessories, Inc., 10945 McCormick Road, Hunt Valley, MD 21031 Attn: BTS SHIRT. Coupon must include complete name and address for order to be fulfilled. Please allow 4-6 weeks for delivery. Offer applicable to residents of the 50 United States and Puerto Rico only. Offer expires 10/31/96. Only one shirt per household please.

October 31, 1996

**COMING
SOON!**
**NINTENDO 64
GAME SHARK**

www.gameshark.com



InterAct Accessories, Inc.
A RECOTON® COMPANY
10945 McCormick Road
Hunt Valley, MD 21031

COORS FIELD.[®]
THE WIND IS BLOWING
OUT TO LEFT,
AND YOUR BUDDY'S
HANGING CURVE LOOKS
ABOUT THIS BIG.



Grapefruit. Just hanging there for you to swat like a big round piñata. You might not get this chance again. After all, it's Coors Field[®] where the air is your friend. And who knows, your next game will probably be at Tiger Stadium[®], where the outfield is so deep you have to change area codes to call back to the bullpen. In fact, World Series Baseball[™] II has all 28 Major League[™] ballparks, replicated in 3-D detail so accurate you can practically see



the peanut shells in general admission. Not to mention all the teams, players, rosters, stats, ratings - heck, even their photos as they're announced at the plate.



It's all here. Along with five different ballpark perspectives, off-the-bat

camera angles, CD stereo sound. You know, icing on the cake stuff that makes World Series Baseball[™] II so real, you expect to see commercials between innings. But you won't. Thank goodness.

For more info, visit
Sega's web site at
<http://www.sega.com>
or on Compuserve at
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World Series Baseball[™] II. Also available on Genesis as World Series Baseball[™] '96.



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